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on the PS2. You've been warned!

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Get the lowdown on the latest
Metal Gear Solid instalment

HIGHER THAN HAWK?

Kelly Slater's **Pro Surfer**
reaches for even loftier heights

60+
PAGES OF THE
HOTTEST
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INSIDE!

Grand Theft «
Auto: Vice City
Red Faction 2 «
AFL Live 2003 «
Mat Hoffman's «
Pro BMX 2
Colin McRae Rally 3.0 «

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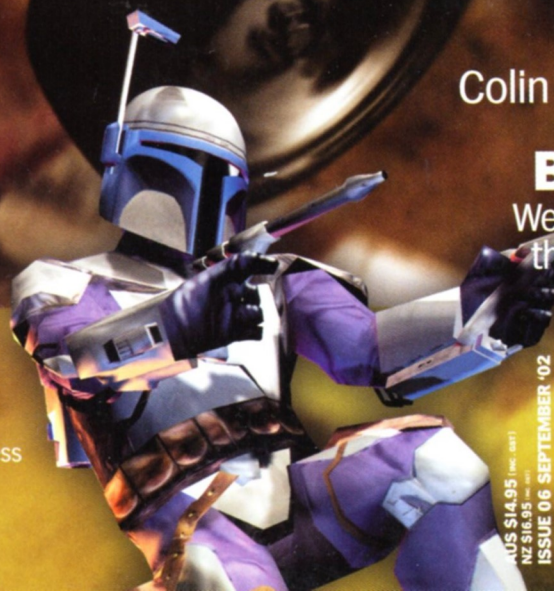
FEATURING

- » Aggressive Inline
- » Conflict: Desert Storm
- » TOCA Race Driver
- » Need for Speed:
Hot Pursuit 2
- » Downforce

PLUS

- » Battle Engine Aquila
- » Colin McRae 3.0
- » Devil May Cry 2
- » GT Concept 2002
- » Gumball Rally
- » TimeSplitters 2

- » Tomb Raider:
Angel of Darkness
- PLATINUM**
- » Jak and Daxter
- » World Rally
Championship



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ISSUE 06 SEPTEMBER '02
DERWENT HOWARD

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06

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MX Superfly™

features

Ricky Carmichael and
Australia's **Chad Reed**

- Expanded freestyle modes
- New Stunt Track Editor allows you to build your own ramps, jumps and obstacles
- Racing and freestyle career modes
- Create-A-Rider Mode
- Twenty-two motocross, supercross, amateur and freestyle tracks
- Five different multi-player modes both in racing and freestyle
- 11 Mini Games

The Ultimate combination of...



Available September 2002



G

PlayStation®2



Motocross



Supercross



Freestyle

A dramatic, low-angle shot looking up from a high platform. In the foreground, the handlebars and controls of a motorcycle are visible, with a hand gripping the throttle. The motorcycle has "HONDA" written on the front. In the upper left, a person in a motorcycle suit is falling away from the platform, their body and the motorcycle tumbling through the air. The background is a vast, cloudy sky with warm, golden light, suggesting a sunset or sunrise. The overall mood is one of high-stakes action and danger.

BELIEVE THE HEIGHT!



ON THE COVER
Brawling on the PS2 has never
been better. *Tekken 4* shapes up.

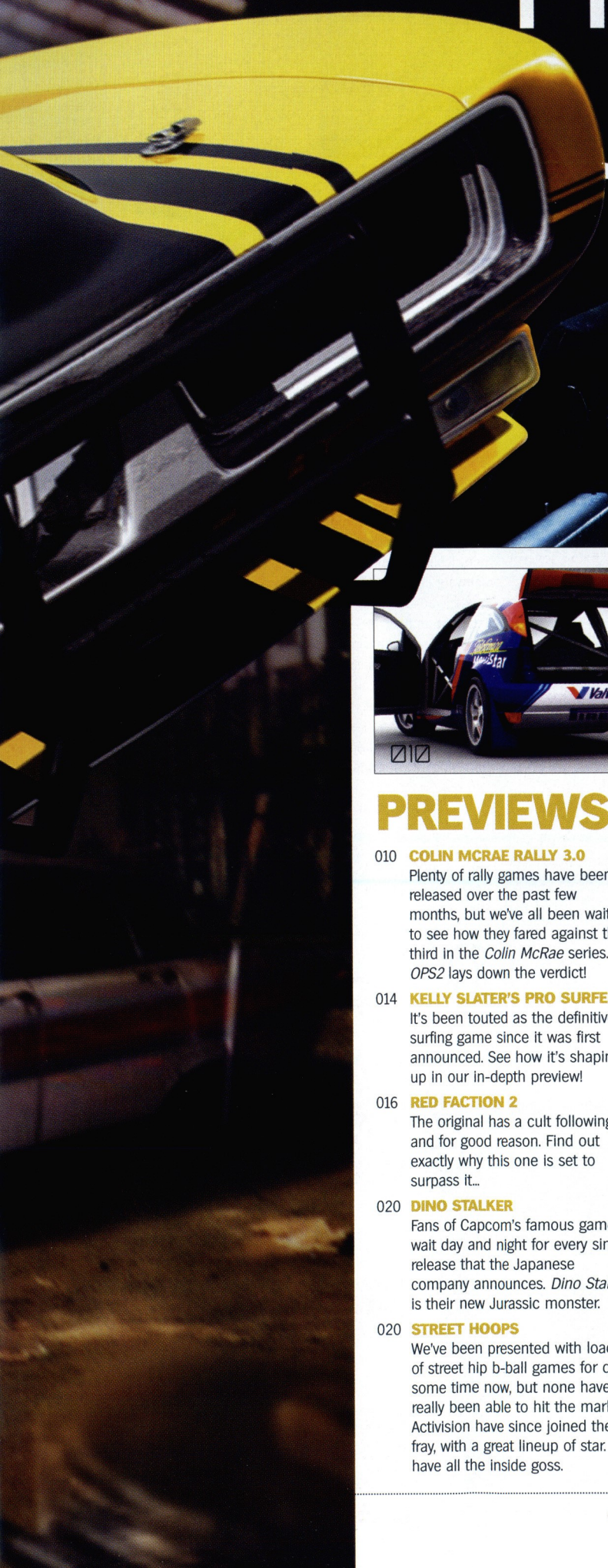
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PlayStation®2

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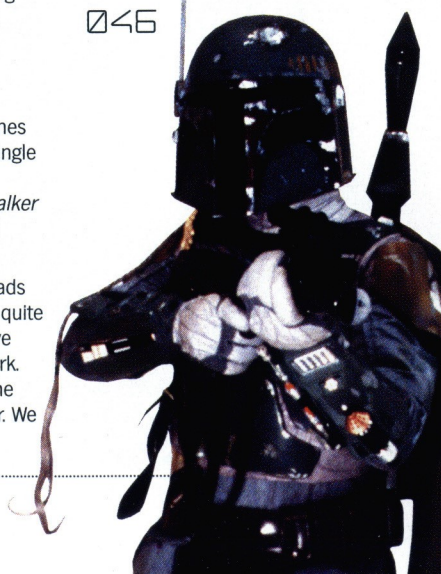
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RICHIE'S TOP 2

Mat Hoffman's Pro BMX

(Activision) September

I remember my very first BMX. I got
it for my birthday after rushing
home from school. It had yellow
wheels and it was the coolest thing
that I'd ever seen. Not once did I
pull a Can-Can on it though. Who'd
of thought I'd become a BMX
master in 2002?

GT Concept 2002

(Sony) Out now

This game isn't going to appeal to
everyone but I absolutely love my
exotic cars. Driving in these four-
wheeled rockets at heart-stopping
speed is pure joy.



MIKE'S TOP 2

STUNTMAN

(Infogrames) Now

I've always harboured secret
desires about horrific accidents,
like in the movie *Crash*. *Stuntman*
lets me fulfill my wicked desires in
the safety of my own home.

OPEN YOUR EYES (DVD)

(AV Channel) Now

For once I decided to test a DVD
on my PS2 and what better way
than to test it on the Penelopé
Cruz original of *Vanilla Sky*. This
way I got to sit through two full
hours of Penelopé brilliance
without the all the over acting that
plagues *Vanilla Sky*. You hear that,
Mr Cruise?



"... we've had
'inside' looks
at no less than
five future
monsters."

EDITOR'S LETTER



Not a day goes by without someone telling us how
lucky we are to be working on the biggest games
magazine in Australia. Inevitably, this is soon
followed by a barrage of questions. A random
sample; "do you get to play games before they even get
released?", "do you really jet around the world to check out
what's coming out next?", and "where the hell do you get all
the information and pictures anyway?"

That'd be "Yes", "Yes" and "Here, there and everywhere..."
Just flip through this very issue and you'll find the very latest
news on the very latest games. OPS2 is in the enviable
position of having access to the best contacts and industry
spies all over the planet. Not only are we at the forefront of
things happening on the local front, we've got the most
experienced games and entertainment journalists in the world
on our side. Whether it be a tiny studio cramped up in some
non-descript back alley of Europe, or one of the huge game
software corporations of Japan - we're going to be there. As a
reader, you're already placed on the leading edge of
information flow. You want access to the best information
during the most exciting time in the history of interactive
media? Then it's as simple as sticking with us.

This month, be sure to read our in-depth features. Apart
from our usual feast of game previews and reviews, we've had
'inside' looks at no less than five future monsters. We've got
The Terminator, *Hitman 2*, *Freedom: Liberty Island*, *Star Wars*
and Hideo Kojima's latest, *Metal Gear Solid: Substance*. Check
'em out.

It's not often that I talk about the next issue in this space
but this one's just too hard to ignore! OPS2 will have all the
Grand Theft Auto: Vice City information you've been dying to
know in the upcoming October issue. How's it looking? Let's
just say you're in for a real treat...

Richie Young

RICHIE YOUNG
Editor



SUBSCRIPTIONS


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THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

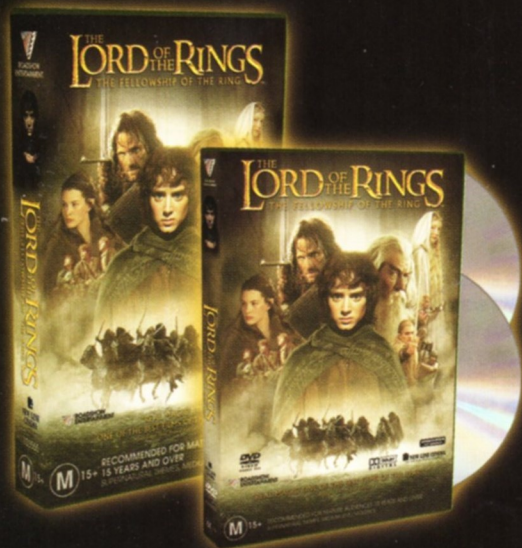
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ROADSHOW
ENTERTAINMENT



ON THE DVD

PLAYABLE DEMOS

OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...



Why is it that the PS2 has such a stronghold on the worldwide videogames market? I reckon the answer is fairly straightforward. The breadth and depth of quality software available for the system is unmatched on any other machine. That's it. Period. And as long as that's the case, PlayStation 2 will rightly remain the market leader, and you'll continue to enjoy the best variety of top notch games on the face of the planet.

Just take a look at this month's disc. For driving fans there's our exclusive playable *TOCA Race Driver* demo. Don't forget that this game has the exact same game engine that our beloved *V8 Supercar Race Driver* game is based on. For extreme game aficionados, you'll delight in the trickery of *Aggressive Inline* and warmongers can indulge in some Gulf War strategic action courtesy of *Conflict: Desert Storm*. Our bulging video section includes such massive names as *Tomb Raider: The Angel of Darkness*, *TimeSplitters 2*, *Devil May Cry 2* and *GT Concept 2002*. There's something there for gamers of virtually all persuasions.

Richie Young

RICHIE YOUNG
Editor

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **ⓧ** to start up your choice. Please note, you may have to reset your PS2 after some demos.

DEMO 02

THE CONTROLS

L-STICK - STEER

- ⓧ ACCELERATE
- Ⓞ BRAKE
- Ⓢ HORN
- ⓐ CHANGE VIEW
- Ⓢ E-BRAKE
- Ⓢ ZONE FREEZE
- Ⓢ ZONE ZOOM
- Ⓢ PAUSE

NEED FOR SPEED: HOT PURSUIT 2

PUBLISHER EA :: GAME TYPE RACING ::

OUT OCTOBER :: PLAYERS 1 (FULL GAME 1 -2)

THE GAME Ferrari, Porsche, Lamborghini, Falcon, Commodore... just some of the names to be found among the 20 high-class motors beckoning for naughty police-evading action. Your streamlined machine must navigate traffic and avoid the fuzz if you're to snaffle the winning wreath with a twinkle in your eye rather than endure a face full of burning metal.

THE DEMO This tantalising five minute teaser invites you to roar through the National Forest in a Lamborghini Diablo 6.0 VT searching for second-shaving short cuts while attempting to evade the unwanted attention of killjoy cops. Just make sure you keep a tissue handy to wipe the speed-induced, anti-blink tears from your eyes.



DEMO 03

THE CONTROLS

L-STICK - WALK/STRAFE

R-STICK - LOOK AROUND/AIM

- ⓧ RELOAD/ACTION
- Ⓞ ORDERS
- Ⓢ CROUCH/CRAWL
- ⓐ INVENTORY
- Ⓢ ASSIGN ORDERS
- Ⓢ FIRE
- Ⓢ LOOK BEHIND
- Ⓢ PAUSE

CONFLICT: DESERT STORM

PUBLISHER SCI :: GAME TYPE COMBAT SIM ::

OUT SEPTEMBER :: PLAYERS 1 (FULL GAME 1 - 2)

THE GAME Sand-blasted to the bone, SCI's third-person battler is a lean and mean fighting machine with the game dynamics to match. Issue orders to your three specialist soldier colleagues who provide medical, military and strategic cover as you make your way into Saddam's arid empire for a showdown. Great weapons in 15 varied missions.

THE DEMO You get access to the game's first mission. Air-dropped onto the Kuwait/Iraq border, this four-part mission begins with you having to rescue your captured comrade, Paul 'Eagle Eye' Foley. First you must locate the shack he is being held in, secure the area using stealth or the full frontal approach and then lead him out to safety.



DEMO 04

THE CONTROLS

L-STICK - SKATE

RIGHT/RIGHT

- ⓧ ACCELERATE
- Ⓢ GRABS/TRICKS
- Ⓢ ACTION
- ⓐ GRIND
- Ⓢ ROTATE
- Ⓢ FAKIE
- Ⓢ PAUSE

AGGRESSIVE INLINE

PUBLISHER ACCLAIM :: GAME TYPE EXTREME SPORTS ::

OUT NOW :: PLAYERS 1 (FULL GAME 1-4)

THE GAME Decked out in its low slung cargo pants, Acclaim's anti-rollerdisco statement is ranked up there with the best PS2 extreme sports sims. With the five main modes, including a Park Editor, you'll be chomping at the kerb to try out the game's awesome skating arenas.

THE DEMO The demo features a full moves tutorial, plus a fully playable level (the Movie Lot). Choose your skater from a cast of three - Franky Morales, Taig Khirs and the blatant knicker-flashing Britney clone Chrissy -- and get shredding around those urban alleyways. Almost every object is skateable as you unleash an impressive repertoire of ego-massaging moves.



DEMO 05

THE CONTROLS

L-STICK - STEER

- ⓧ ACCELERATE
- Ⓞ BRAKE
- ⓐ CHANGE VIEW
- Ⓢ GEAR UP
- Ⓢ GEAR DOWN
- Ⓢ LOOK BEHIND
- Ⓢ LOOK SIDEWAYS
- Ⓢ PAUSE

DOWNFORCE

PUBLISHER TITUS :: GAME TYPE ARCADE RACER ::

OUT NOW :: PLAYERS 1 FULL GAME (1 - 2)

THE GAME Forget regular F1. Who wants realism? We want kinetic road monsters that mash the competition. We want spectacular crashes. We want the kind of thumping soundtrack to which you can smash the opposition to the beat. Fast, fluid and solid graphics ensure you'll stay, if only to watch your grisly demise.

THE DEMO You'll get to sample the pulsating action in one whole Free Race track in Singapore, whereby you'll rip through the narrow city streets. But before you can do that you must learn the fine art of throwing your car around those harsh corners in spectacular fashion. Reset the disc once you're done!



VIDEO DEMOS

COLIN MCRAE RALLY 3.0

A visual orgy of twisted metal and sprayed grit. See exactly why it is hotly tipped to take the coveted crown of King of PS2 Rallyers. An impressive taster.

DEVIL MAY CRY 2

Dante is back and this time he's been let loose around town with a revised swagger and a wealth of new combat techniques. Go on, lick your lips!

TIMESPLITTERS 2

'Bigger, better and faster' is the easiest way to describe this sequel. You'll agree as soon as you cast your eyes on this video demo!

TOMB RAIDER: ANGEL OF DARKNESS

Five games down and Lara can still make the hairs on our neck stand at rigid attention. This iconic game girl leads us through a reel of quality cinematics.

GT CONCEPT 2002

A frantic burst of track-tearing action that showcases many of the desirable new one-off conceptual cars that you'll never own!

JURASSIC PARK

It's the game we've been craving since Spielberg first went prehistoric. Check out the monster madness for yourselves, it's made right here in Australia!

BATTLE ENGINE AQUILA

This showreel reveals exactly why a lowly dock worker has been entrusted with the protection of mankind. It's devastating!

REIGN OF FIRE

Watch the skies! As depicted by the forthcoming blockbuster movie, the world is about to be invaded by fire-breathing dragons...

GUMBALL RALLY 3000

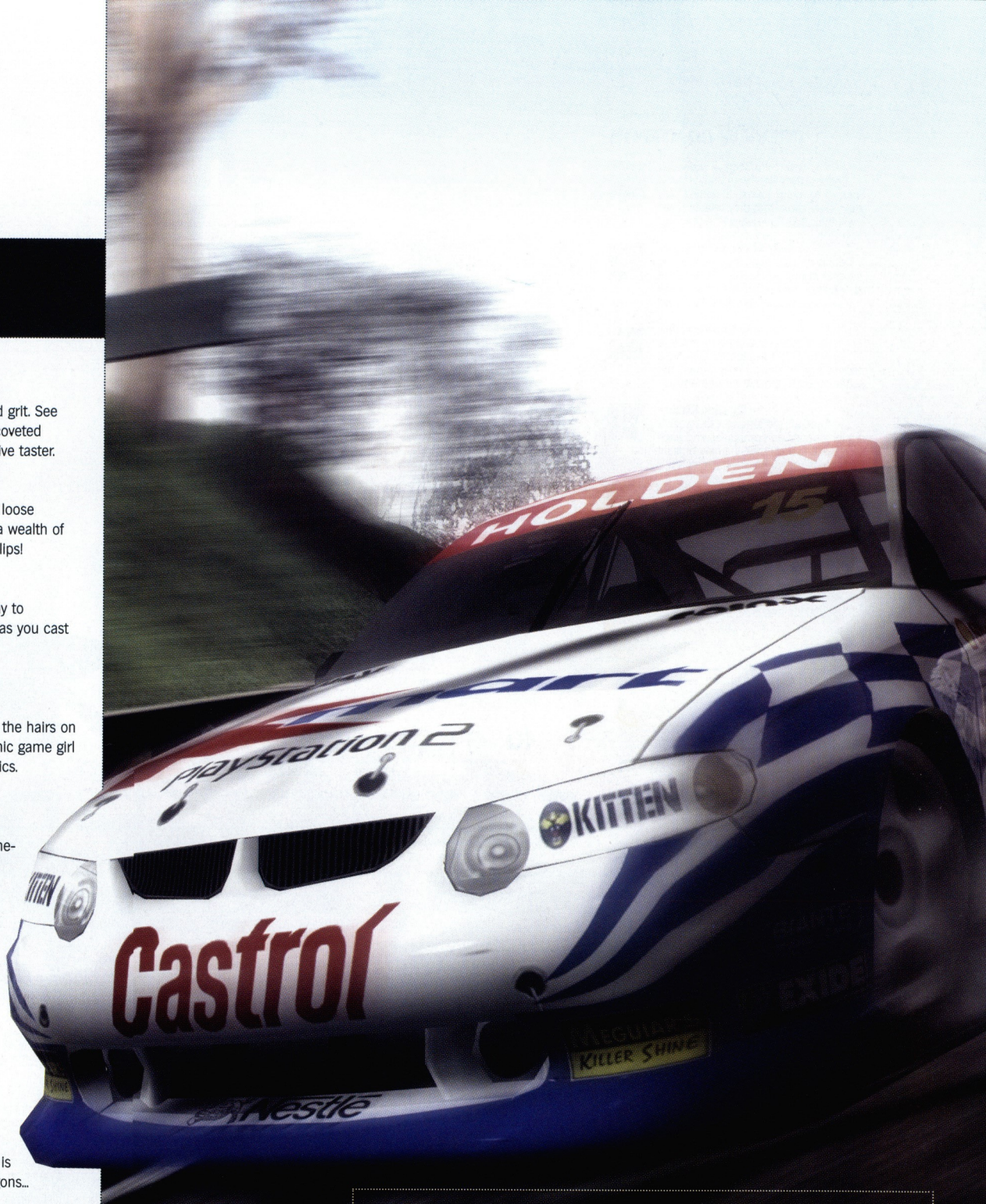
Cannonball Run-inspired racing that flicks two fingers firmly in the face of the law. Ease yourself into the passenger seat for a head-spinning treat.

PLATINUM JAK AND DAXTER

Our demo offers a ten minute free roam around the sinister looking Misty Island. Spend your time wisely as there is a lot to see and do, like catching the Sculptor's Muse, finding all seven Scout Fly boxes, riding the Zoomer and manning the cannon above the dark Eco pool.

WRC

In this mud-caked demo you get to thrash and nip about two different Time Trial Tracks (El Condor in Argentina and Rezzo in Italy) in a 4WD motor. Taming your car and surviving the mountain lanes is a challenge in itself but make sure that you actually clock a few respectable times in the process! You will need to reset the demo disc once you've done racing.



DEMO 01 TOCA RACE DRIVER

THE CONTROLS
L-STICK - STEER
R-STICK - ACCELERATE

⊗ ACCELERATE
⊕ BRAKE/REVERSE
⊙ HANDBRAKE
Ⓐ CHANGE VIEW
Ⓛ LOOK LEFT
Ⓡ LOOK RIGHT
Ⓟ LOOK BEHIND
▶ PAUSE

PUBLISHER CODEMASTERS :: **GAME TYPE** RACING :: **OUT NOW** :: **PLAYERS** 1 (FULL GAME: 1 - 4)

THE GAME

Codemasters' petrol driven soap opera puts a unique spin on the 3D driving experience, peopling its virtual pit stops with a gaggle of slightly lady mechanics, strapping male egos and fuel-injected inter-race rivalries that could outbitch *Celebrity Big Brother*. As roadster genius Ryan McKane, you get to navigate 42 customisable cars across 13 increasingly difficult challenges whilst entangled in this web.

THE DEMO

You buckle into a Proton Satria GT1 in order to impress the head honcho of a respected racing team. While you aren't strapped tightly into one of the V8 monsters, this will give you a great feel for the game as you progress through the less competitive racing Formulas.

PREVIEW CONTENTS

10 Colin McRae Rally 3.0

Codemasters fine reputation when it comes to racing games is on test with every new game that they release. How will their first PS2 rally game hold up?



14 Kelly Slater's Pro Surfer

Details on OZ's surfing game were so scarce at one point, that it was feared that Activision had pulled the plug on the project. But look at it now!



16 Red Faction 2

The original version was a real eye opener with its patented 'Geo-Mod' technology. By all accounts though, the sequel is set to blow it out of the water.



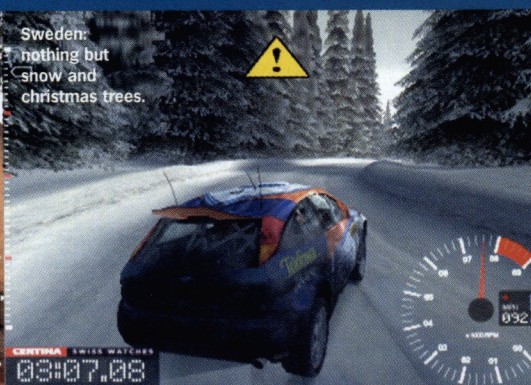
20 Dino Stalker

Capcom are amongst the world's premier videogame companies and each release usually marks a new brilliant high point. Can *Dino Stalker* match up?



21 Street Hoops

Arcade b-ball games have had a long history now, starting way back with the likes of *NBA Jam*. This new gem is set to take the genre to new, dizzying heights.



PREVIEW COLIN McRAE RALLY 3.0

WORDS: KEITH STUART

COLIN McRAE RALLY 3.0

Rally game pretenders have flooded the country recently but now the Focus-driving Scot is back to reclaim his mud-splattered crown. This is, quite literally, going to get messy...

Publisher: Codemasters
Developer: Codemasters
Players: 1-2
Release: September



Raindrops the size of ping pong balls batter the windscreen. The wipers are on full power, but with every pass, huge arc-shaped smears spread across the glass, obscuring the road ahead. This would be okay on a rainy afternoon drive back from the shops. But this is a Ford Focus RS WRC travelling at over 150kph toward a tight left turn lurking somewhere behind the drooping branches of several enormous trees. This is the level of realism *Colin McRae Rally 3.0* is shooting for. You'll just have to hope the screen clears at just the right moment. And you'll just have to hope the corner appears from the mist.

In 1999, *Colin McRae Rally* took the console rallying sim to a new level. Instead of just transporting normal arcade-style racing to a slightly muddier selection of tracks (à la *Sega Rally*) Codemasters bravely built the game around the time-trial nature of the real sport. You wouldn't be racing five other cars on a wide dirt track, you would be going up against a series of devilishly twisty circuits, with only the stopwatch to beat. And at the end of every stage, there was a realistic pitstop where players did what they could to patch up their battered vehicles before the next phase. The risk paid off – *McRae* became the most successful, and most respected, rallying sim on PSone.

With the first PS2 incarnation in the series, you might expect Codemasters to play it safe and stick with the same formula. Instead, the game designers and programmers have spent the last year trudging around the world shadowing the Ford team, interviewing engineers, watching *McRae* and his co-driver between stages, picking up on the vibe. What they've discovered is that there's a hell of a lot more to rallying than driving. The teamwork, the preparation, the tension between stages – all elements missing from the average rally sim. But not from *Colin McRae Rally 3.0*.

The main play option – what Codemasters refers to as "the heart of the game" – is the gruelling Championship mode. In this unflinchingly accurate experience you compete as Colin McRae

THE QUICK ALTERNATIVE

No time for the full Championship mode? Why not try one of these instead.



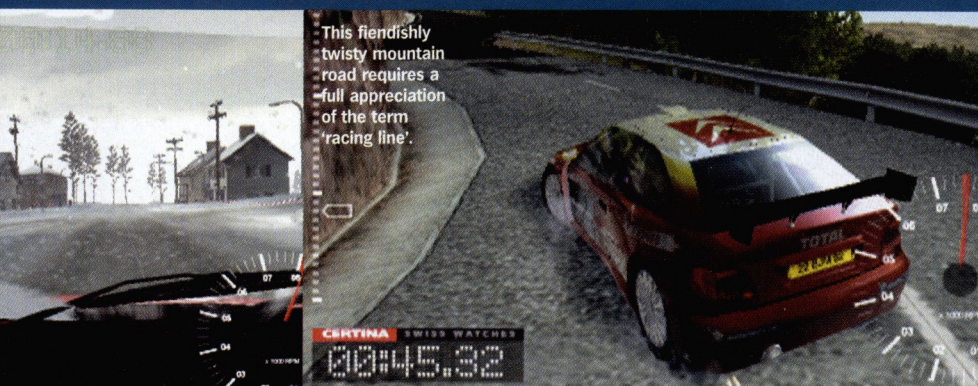
1. Split-Screen Mode

Pits you and a mate simultaneously against each other's times – a nice little extra for those who are desperate for versus action.



2. Quick Start Mode

Providing fast, easy access to a range of cars and courses, for one or two players.



PREVIEW

COLIN McRAE RALLY 3.0



through three successive World Championships. There's no getting thrown out of the game if you fail to stay in, say, the top six (unless you're sacked by Ford – which is always a possibility). You have to complete a set amount of rallies a year, whether you're at the top of the heap or ailing at the bottom. The developers are even considering restricting the number of re-start points available to the unsuccessful competitor. They want you to suffer. It's all part of the experience.

IN-GAME MECHANICS

Also part of the experience are the opening periods of technical tweaking and recuperation between stages. In *Colin McRae 3.0* each rally starts with a view of the service area. You see the engineers preparing your car for the specific terrain and conditions ahead. You can see your co-driver relaxing nearby, and petrol-head spectators gathered at the periphery. Ironically, to add to the realism, you no longer have to tweak your own car between each rally and each stage – as in the true sport, the engineers are paid to do that for you (and besides, market research revealed that most gamers are completely turned off by the pre-race fiddling, anyway). You can intervene if you like, but most will be willing to leave the techy stuff to the Ford crew.

From here, an animated sequence shows you driving down to the rally start. The car in front heads off, then you move up to take your place. As well as these introductory CGIs you get checkpoint and end-stage animated sequences. Before each new event you also take part in the shakedown day – a chance to practise on similar terrain to the forthcoming challenge. Every detail plays its part in getting you into the head of a professional rally driver. Even the countdown clock is included as part of the scenery, rather than a disembodied prompt. Codemasters wants to keep the scene as real as possible.

Of course, this ambition extends to the circuits themselves. There is some quite breathtaking visual detail in *Colin McRae 3.0*, even by today's skyrocketing standards. Sliding off the crumbly Tarmac of the UK stages has you churning up grass, spraying chunks of mud and leaving long, slick, muddy furrows in your wake. A bit of wheel spin on our very own Aussie dirt tracks soon sees a storm cloud of red dust billow up – spin 'round and you can watch the cloud rise, hang like a fog and then slowly dissipate into the ether. The lighting is beautiful, too. What must be state-of-the-art environment mapping sprays gorgeous scenic reflections across the bonnet and roof, the sun glints off the windows, and as the rally goes on, dirt begins to cake the chassis.

And of course, the cars themselves are beautifully modelled. Codemasters claims that *Colin McRae 2.0* used around 800 polys per car, whereas *Colin McRae 3.0* has 13,000 – a staggering, but believable figure. Each is a perfect re-production, from every curve and contour down to the clear, crisply textured livery. Although in the Championship mode you are restricted to McRae's 2002 Ford Focus RS WRC, there are several other modern and classic models to choose from in the Quick Start mode, including the Mitsubishi Lancer Evo VII, Subaru Impreza WRX 44S, Ford RS200 and Lancia 037. While the Codemasters programmers have had most input from the Ford team, the handling physics of each vehicle have apparently been intricately replicated.

A DRIVING AMBITION

And the handling – even at the early preview stage – is pure, unadulterated *Colin McRae*: undoubtedly realistic, yet also magnificently skittish and hair-raising. At the moment, the cars feel lighter than in previous incarnations of the series, and there appears to be less friction between tyre and surface than we are used to. This, no doubt, will be tweaked. In any case, even judging from our early demo, there seems to be oceans of depth in the driving model. We were, for example, able to experience how much road conditions are going to affect the driving. The rain

CRASH, BANG

Vehicle damage in *Colin McRae 3.0* is spectacular.

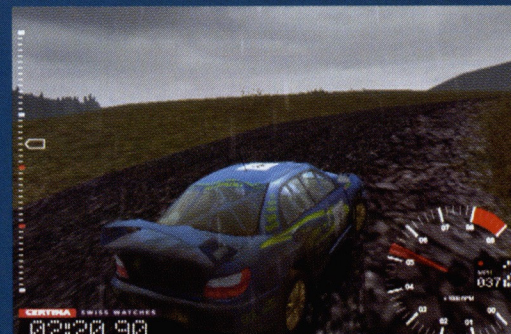
Most external components – including tailgates, doors, bonnets and bumpers – are damage-able and, at the extreme, detachable. Take too many knocks on the side and the door starts swinging open on every curve revealing the wonderful modelling on the driver and co-driver (the McRae figure 'drives' realistically, using pedals, steering wheel and gear stick. Co-driver Nicky Grist grabs the roll bar on hairier corners). You also get moments where the bonnet flies up, or where the whole tailgate rips off on one side so that it snaps up and down grotesquely with every bump in the road.



1. Farmer Giles developed a unique method of testing the strength of his fencing.



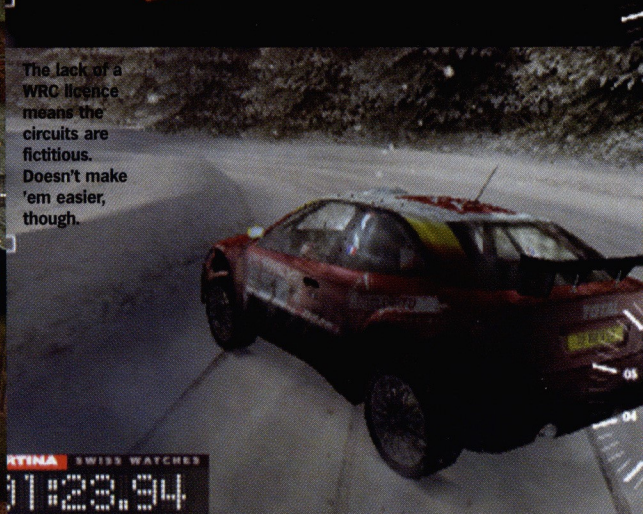
2. Take too much damage on the side and the door will just rip right off. You can still drive though.



Driving in the rain is considerably more manageable in the external camera view. But surely that is for rallying jessies.



Handling is typically frisky, so skidding off the road is a familiar event for beginners. Restraint might be a good idea.



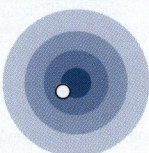
effect is both visually astounding and a real test of concentration. Not only does it splatter against the windscreen, it streaks upward into your line of sight and makes Tarmac as easy to grip as polished plastic. Snow, too, billows into the road, causing real vision and grip problems. Then there are the different surfaces. The game travels through Japan, Spain, Finland, UK and Australia and these feature Tarmac, dirt and loose gravel tracks – all of which have noticeably different effects on cornering.

So Codemasters has taken another significant step into uncharted territory. The *Colin McRae 3.0* Championship mode is admirably hardcore, doing away with the concessions usually made to impatient players. If *Gran Turismo* – with its obsessive car collecting – is the RPG of the driving game, *Colin McRae 3.0* appears to be the third-person action adventure. It's a driving quest. And it will be interesting to see if gamers can adapt. It requires time and dedication, that perhaps gets closer than anything else to the physical and mental demands of the sport. Whatever happens, this is boundary-pushing stuff. □

Every single detail plays its part in getting you into the head of a professional rally driver.

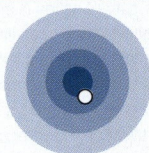
ON TARGET? COLIN McRAE RALLY 3.0

It's Colin's third trip round the videogame block, but he still has plenty of steam left. Could we be looking at another benchmark rally game?



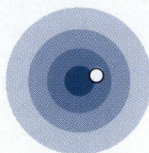
HANDLING

As slippery and nerve-racking as teenage lust fumbblings.



WEATHER

So convincing you'll want to rug up in the winter woolies.



CARS

They're sexy, even when they've been roughed-up a bit.



"AND GIVE THE WINDSCREEN A WIPE WHILE YOU'RE AT IT..."

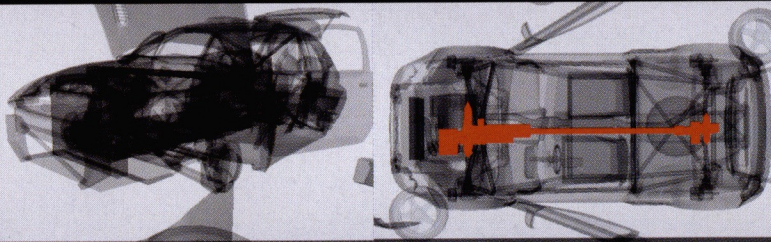
Codemasters has made a feature out of the behind-the-scenes side of rally driving in an attempt to capture the whole atmosphere of the championship. Here are some of the scenes mechanic fanatics can look out for:



SERVICE AREA
ION . INFORMATION . TELEMETRY . TEST SETUP . CONSOLE . BACK . BRAKES . GEARBOX . TYRES . ENGINE . CHES . GEARBOX . TYRES . ENGINE . CHASSIS . SUSPENSION

The Service Area

Here you can watch engineers beavering away, setting up your motor for the challenge ahead.



CAR CONFIGURATION

Climb Under The Car...

Don't trust the men in the overalls? Just hit [X] and you get an x-ray of your car...

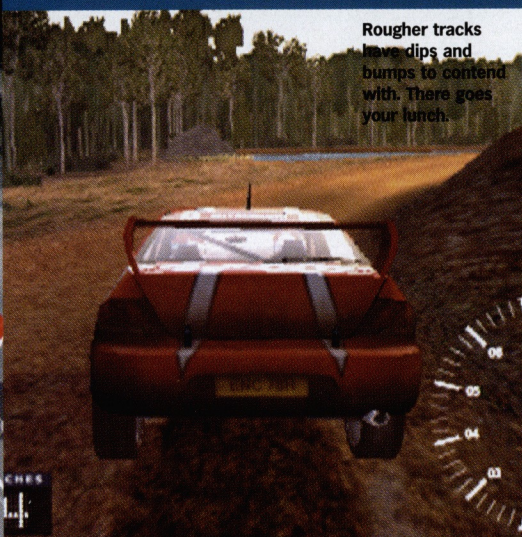
...And Have A Fiddle

Now you simply choose the area you want to tweak and make the necessary adjustments.



That Pre-race Atmosphere

You can then watch as your Ford drives down to that fateful starting position.



Rougher tracks have dips and bumps to contend with. There goes your lunch.



Lighting effects are top notch. Sunlight and shadows play correctly on every surface.



Codies reckons the handling is so accurate, this is essentially a Focus simulator.



Each element of the car is modelled – even down to the brake discs.

WORDS: MIKE WILCOX

KELLY SLATER'S PRO SURFER

While everyone else is singing old Elvis tunes, Kelly Slater is banging out, "Let's go surfing now, everybody's surfing now, come on a safari with me"

Publisher: Activision
Developer: Treyarch Studios
Players: 1-2
Release date: September

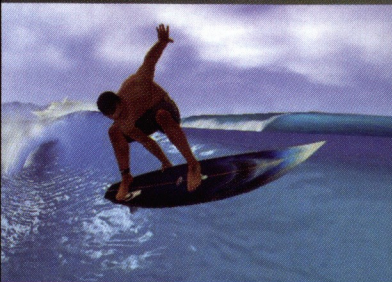
As Activision continue to nurture their O2 extreme sport label, chances are there soon won't be a famous athlete worth a pinch of salt without a game named after them. Established stars already include Tony Hawk, Mat Hoffman, and Shaun Palmer, and they are set to be joined by Shaun Murray (wakeboarder), Travis Pastrana (MotoX), and Kelly Slater (Surfer).

In real life, Kelly has recently returned back onto the Championship scene after three years in semi-retirement, this 'kid from Cocoa Beach', has little left to prove having already won six World Championships, and is still considered the undisputed leader of the New School pack of surfers. With these credentials alone, he easily qualifies for videogame star status. Besides, given the current state of surfing games around, almost anything that manages to surface is bound to be welcomed with open arms. The void of surfing games has long been blamed on the difficulty in producing convincing waves and ocean characteristics. But thanks to the trusty old PS2, and the perseverance of game developers Treyarch, these are no longer proving such a barrier.

As we've now come to expect from the other O2 titles, a well-oiled selection of options await the gamer, and *Kelly Slater's Pro Surfer* will be no exception. These include Free Surf, Career mode, and a two player mode, with a chest of goodies to unlock.

Even though the game's action is entirely water bound, those familiar with the control system of earlier O2 titles, such as *THPS3* and *MHPB*, will take next to no time coming to grips with the complexities of 'surfing'. In fact, the similarities don't stop there, as the aerial stunts and other board tricks draw inspiration from those in the former titles too. However, labelling this a *Tony Hawk* game on water would greatly undermine the game's most unique feature - the wave system. With the same unpredictability as the real ocean, waves barrel in, producing different surf conditions.

The game's posse reads like a surf mags all time favourites. Kelly's buddies Rob Machado, Tom Curren, and local legend Tom



Don't think that you'll be confined to the water's surface...



Getting huge airs are a spectacular and important aspect here.

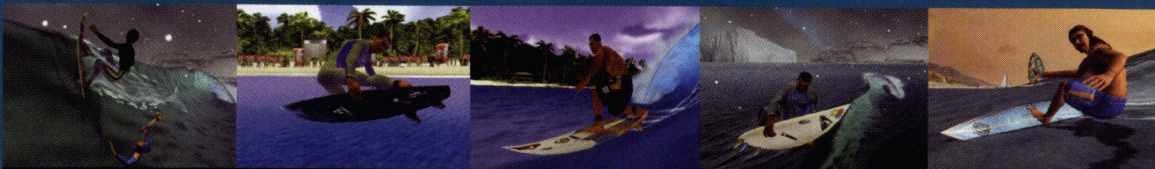


Kelly carves it up. Expect both day and night levels throughout.



SURFS UP

Just like in the real sport of surfing, particular boards will be more suited to certain types of breaks. All nine surfers will have a decent selection to choose from, each measuring a different height, width, thickness, and of course tail type. Deciding where and when to use each board adds a nice touch of strategy over straight gaming finesse.



By far the most immediate impression made when playing *KSPS* is the realistic aesthetics of the waves. We're certain you'll be impressed.

Carroll, plus other pro surfers Bruce Irons, Kalani Robb, Lisa Anderson, Donovan Frankenreiter, and Nathan Fletcher. Also adding to the authenticity are over a dozen renowned breaks dotted all across the globe, from our own Kirra Point to South Africa.

Because of Kelly's association with Quiksilver, one nice tie-in is the use of Quiksilver's reef exploration vessel, the Indies Trader as part of the main menu. The ship's main cabin is home to the main options, by panning freely around the cabin. This is a welcomed alternative to the regular drab game menus. The cabin even rocks gently - another nice touch.

Taking a closer look at the opportunities players will have to grab a board and head for open water. The Free Surf modes are ideal for finding your sea legs, and also nailing the bevy of tricks on offer. A selection of two-player sessions are also available, including one called Push, which progressively allocates more of the split-screen to whichever surfer maintains the highest score. Though, the chunkiest mode we've come to expect from the O2 titles is the Career, and this *KSPS* is no exception. Upon making your selection from the nine Pros, you'll set out to unlock the games chart of hidden surf locations, licensed boards and accessories, plus bonus video footage, and more. This will be achieved by working through the various challenges assigned to each location. At some breaks you'll be set tasks such as reaching a certain score, and being photographed for a surf magazine, while at others you be might be asked to perform particular aerial tricks, or come a certain placing in the competition. The Career mode will also be non-linear, making it possible to move freely between the locations.

When your board finally does hit the surf, it will feel like jumping back on the skates or bike, if you've ever tackled either Tony Hawk's or Mat Hoffman's games. Obviously the presence of an ocean filled with waves and tubes makes for a world of difference, but the lip of each wave is calling you in exactly the same way a half pipe or rail did in the other games. So without the need to push or pedal, the name of the game is impressive aerials, classy combos, and perfect scoring rides. A certain amount of strategy will

also comes into play through each surfer's abilities, and the type of board you select for the various breaks.

The key to amassing high scores is landing the freshest set of tricks. Tricks list from standard aerials such as tail grabs and judo airs, to specials like helicopters, and front-flips. And what surf game would be complete without barrels to ride? While this was easily the toughest element, it also offered the highest way of scoring. Linking tricks to racks up big points, and if done often, they enable a special meter to access even fancier combos. Completed rounds offer a breakdown of scores, replays and info on any newly unlocked features.

In the unfinished version *OPS2* checked out, the all-important shape of the waves and ocean conditions were looking and responding as realistically as you could hope for. A balance between simulating real surf that are still make it fun appears has been struck.

Also, difficulty settings were nowhere in sight, which would not only add to the replay value, but aid those stranded even in the early locations of the game. *OPS2* has a board waxed and at the ready for when it arrives. □

ON TARGET?

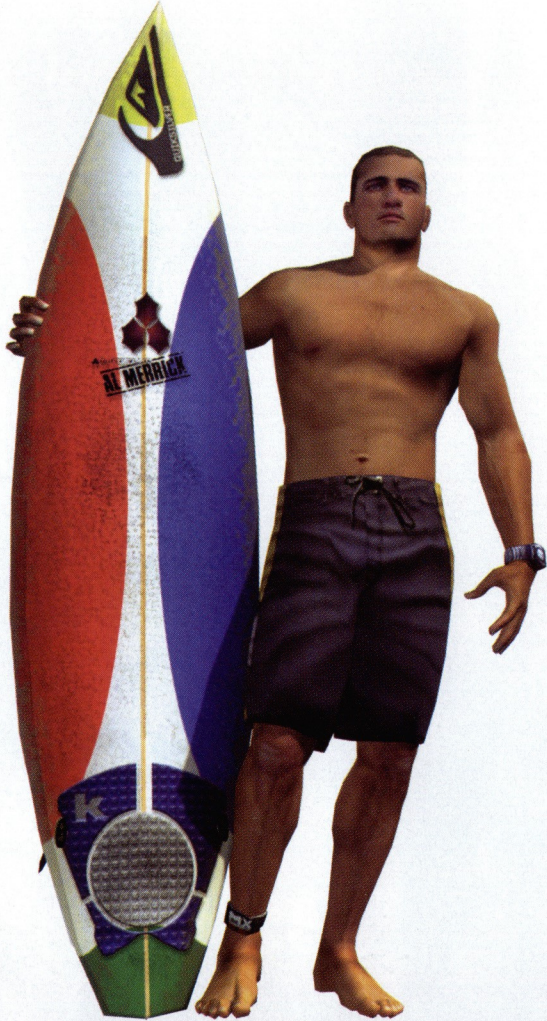
KELLY SLATE PRO SURFER

Kelly's game looks well on target to join the ranks of fellow stable mate's gems, Tony Hawk and Mat Hoffman.

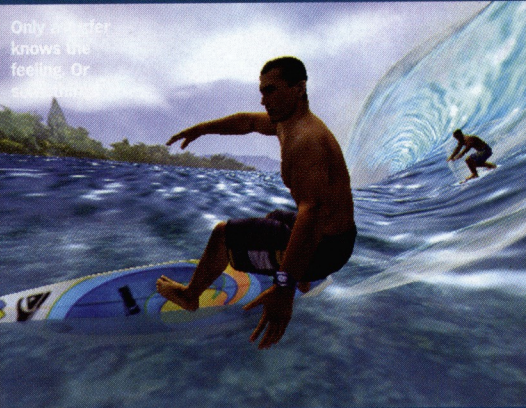
WAVE TECHNOLOGY
It's not photo perfect, but you could still swear at times you were soaking in it.

LICENCES
Aside from featuring the legend himself, his surf buddies are the cream of the crop.

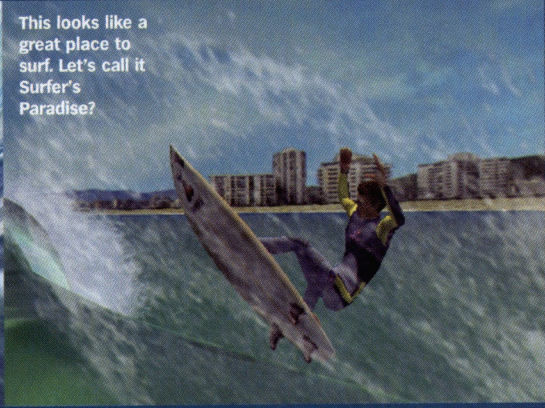
INTERFACE
A real world approach to the menu interface makes for a refreshing change.



Only seals, whales and pro surfers are allowed in these parts.



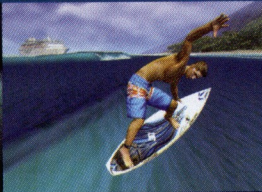
Only a surfer knows the feeling. Or does he?



This looks like a great place to surf. Let's call it Surfer's Paradise?



Various locations provide different wave breaks.



Looks just like the water at Bondi Beach.



Good vibrations

Before finished videogames land in your mitts, they're always subjected to exhaustive testing phases to make sure that they're up to scratch; as well as ironing out all of the technical bugs that may not be so apparent at first glance. In the case of *KSPS*, the Australian Activision office held a gaming day featuring unfinished code at the home of none other than surfing legend Tom Carroll on Sydney's Northern Beaches. Tom's mates got wind and turned up. Needless to say, they loved it!



These guys
would even eat
the A-Team for
breakfast...



RED FACTION 2

Red Faction blasts back with bigger guns, better graphics and Geo Mod gameplay that's more than a gimmick.

Publisher: THQ
Developer: Volition
Players: 1-4
Release: November

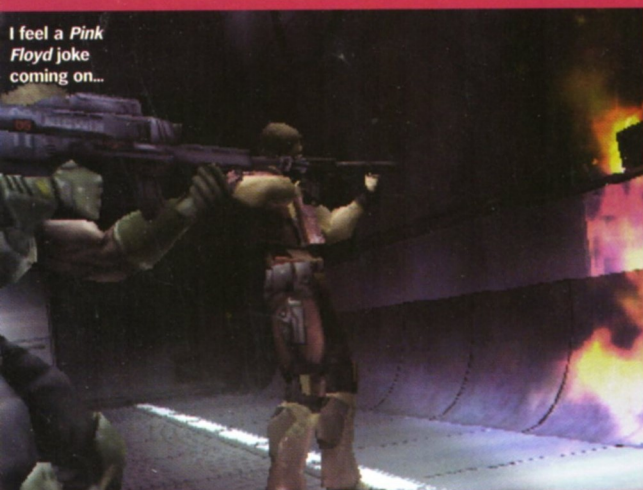
WORDS: NARAYAN PATTISON

There's only been five years since the original *Red Faction* group overthrew the evil Capek and brought peace to the mining colony on Mars but, in typical sequel tradition, yet another menace has risen from the flames to oppress the innocent. This time it's the people of Earth who are under threat. The scenery may be different but the objective remains the same: charge through each mission Rambo-style, shooting hot lead at anything that moves and generally showing no mercy. *Red Faction*'s slick graphics, devastating weapons and the never-before-seen Geo Mod engine ensured the game was an instant blockbuster. The preview version of *Red Faction 2* that *OPS2* was recently treated to only had a few playable levels based around a futuristic office tower but even this taste was enough to push it to the top of our most wanted list.

DON'T KNOW MUCH ABOUT GEOMETRY

Red Faction's biggest drawcard was its proprietary Geo Mod engine. This engine basically allowed players to use explosive weapons to blow the background geometry to smithereens. Some metal surfaces were too tough to be dented but most rock and concrete walls could be turned to dust by firing a rocket or lobbing a grenade at them. While there were a couple of cool scenes that allowed you to tunnel around locked doors and surprise enemies with explosive entrances, most of the time the Geo Mod engine worked as more of a gameplay pothole than a revolutionary breakthrough.

With *Red Faction 2*, THQ has laboured hard to make the Geo Mod feature an essential part of the gameplay. Early on you have to make your way through a heavily guarded section of offices. A high powered gun turret has the main walkway covered and is ready to shred anything that walks past it. After taking a few unwanted bullets and looking for another route it was encouraging to find that the grenade launcher could easily be used to cut a safe path through the cubicle walls around the walkway. After this, destroying the gun turret with a few bullets from the side was all that was needed before Alias and his



feel a Pink Floyd joke coming on...



We could go on about the fantastic explosive effects that are found throughout the game. But we won't.



We wanna watch Celebrity Big Brother.

More powerful than your rubber band gun!

Don't try this at home kids. Or listen to that voice in your head...

Plenty of involving levels to be found.



Feels just like the first day at High School!

Sayonara *Red Faction 2* Enemy Man...



We can think of much better uses for these glasses!

A sci-fi freak's wet dream.

PREVIEW

RED FACTION 2

team mate could head up the stairs.

A little later you'll find yourself surrounded by enemies shooting at you from metal walkways suspended from the ceiling. After surviving this ambush, figuring out how to continue upwards isn't obvious, but a little Geo Mod magic saves the day. A well-placed grenade aimed at the cables suspending the walkway is all that's needed to send one end crashing down, creating a makeshift ramp to the next floor.

FUN AND GAMES

If you feel like taking a break from the serious stuff it's still possible to indulge in plenty of explosive redecorating. Firing a few rockets around will turn desks into a shower of kindling and blow massive chunks of concrete away, leaving nothing but a landscape of twisted iron support bars.

It's not just the explosive weapons that make a mess of the environments either. A hail of bullets will turn pot plants into fertiliser, computers into sparking scrap heaps and books into confetti. In the *Matrix*-inspired opening scene in the building's foyer guards storm in from an elevator in the back and take up defensive positions behind marble columns. In the following firefight your stray bullets send slabs of marble flying in every direction.

GOTTA SUPPORT THE TEAM

In the original game, players were cast as Parker, a disgruntled miner who joins the *Red Faction* revolution on Mars. Parker was backed up by fellow revolutionaries Eos and Hendrix, but these characters rarely stuck around long enough to do anything more than deliver the next plot twist. In *Red Faction 2* you play as Alias, a member of a crack team of super soldiers who have been condemned to death by Chancellor Sopot. As part of this group you'll almost always find yourself fighting along side another team member. Most of the time your team mates are busy helping you unload bullets into the enemy soldiers as quickly as possible but

each character also has their own unique abilities.

At many points during each level you'll find yourself relying on your team mate's skills. Whether it's Tangler's ability to hack into computer terminals and unlock doors, Shrike's attack chopper providing air support or Quill's excellent covering fire with the sniper rifle, you'll constantly feel like part of a team.

The level of intelligence displayed by your teammates is also impressive. The computer controlled players will attack any enemies aggressively and you'll often find yourself following their lead and giving them covering fire as they push forward.

Unfortunately, the enemy soldiers are far from being short on aggressive behaviour themselves. Rather than just waiting in rooms patiently for you to progress through the building, the soldiers will actively hunt after you. Armed squads patrol every section often and in a few scenes the soldiers even smash through glass ceilings, firing at you while they repel down ropes.

You'll also be surprised to find out that you're not the only one who's learnt to play around with Geo Mod. While wandering down deserted corridors it can be quite a shock to see flames and slabs of concrete erupt from the wall as a team of soldiers jump through their gun-made door and start shooting.

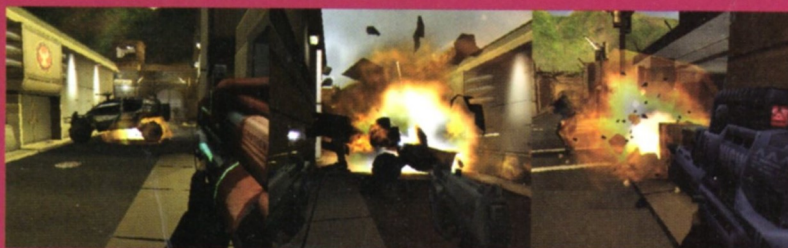
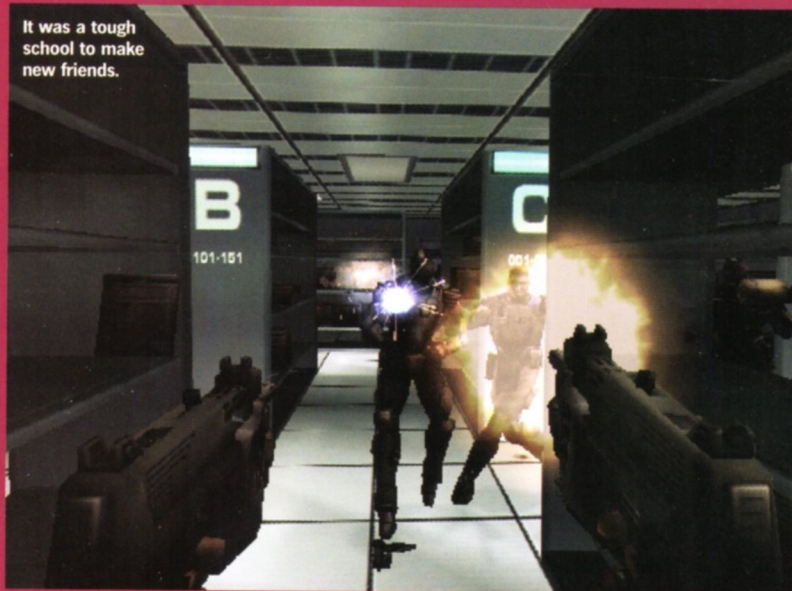
TRIGGER HAPPY

Red Faction 2's weapons of mass destruction make it pretty easy to annihilate anyone stupid enough to walk onto the screen. Your initial arsenal consists of fairly standard pistols and Uzis but the fun really starts when you wander across more of the same guns left by enemy soldiers. When Alias picks up a second pistol or Uzi he can wield both guns simultaneously for some double barrelled action.

And like the Geo Mod gameplay, this feature is more than a cheap gimmick. Each of the two weapons can be fired individually with the Left and Right trigger buttons. If you find yourself running out of ammo in one of the guns, but you're too busy to stop and reload, you can just give yourself covering fire by shooting the other gun while you reload.

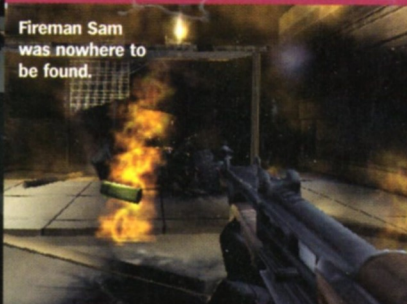
This ambidextrous gameplay even affects the way grenades are

It was a tough school to make new friends.



When the car didn't start for the fifth day running, Uncle Bob wasn't a happy bloke...

Fireman Sam was nowhere to be found.



This guy just loves redecorating!



IT'S ALL IN THE COLOUR

We check exactly what's behind one of the biggest sequels set for release this year.

THE LOWDOWN

Earth. Twenty-second century. Five years after the rebellion on Mars. For 15 years, Chancellor Victor Sopot has oppressed the people of the Commonwealth. His corrupt rule and a relentless war of unification with the United Republic has left the Commonwealth bloodied and impoverished. As distant battles rage, sewage taints Sopot City's rivers, pollution smudges the sky, and wretched citizens huddle in crumbling ruins.



A FACTION OF THE FUN

As good as *Red Faction 2* is, there are still aspects we'd like to see improved. Our biggest gripe is with the animation. The enemy soldiers still run around like they're wearing ice skates and it's disappointing to see that the enemies don't react to being shot in different parts of the body. Call us greedy, but we'd like to see the Geo Mod engine taken further. Things have improved a hell of a lot but there are still far too many titanium coated indestructible walls in the game.



THOSE CRAZY KIDS

There are a number of amusing scenes with civilian workers cowering in different parts of the building that add a dose of humour between firefights. After discovering a man and a woman hiding together in a supply room they will claim that they weren't getting up to any hanky panky. Then things get even funnier when the bloke offers to bribe you to let him live and the lady suggests the both of you get together later for a drink.



THE MAN BEHIND THE GUN

Alias was a genetically engineered member of Sopot's Special Forces. Despite showing above average levels of intelligence, leadership and courage Alias was targeted to be terminated. Alias served as a perfect soldier but the genetic engineering had the side effect of psychological instability and during this period of 'instability' Alias started to question the honour of Chancellor Sopot's orders. Go get 'em Sont!



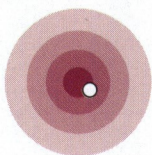
thrown. A simple tap of the L3 button is all that's needed for Alias to toss out a grenade with his left arm. Things get tricky though if he's already holding a gun in each hand. The game is smart enough to realise that lobbing a grenade in this instance is impossible because he doesn't have a mutant third arm to spare.

Other weapons in the game include a couple of heavy machine guns and a handheld grenade launcher that looks like it was ripped off the side of a tank. Every weapon features secondary modes of fire but so far, the futuristic machine gun was the only one that took real advantage of this. Pressing the main fire button unleashes a solid stream of armour piercing bullets, while tapping the secondary fire button allows powerful grenade rounds to be fired.

The four-player deathmatch mode was not able to be previewed but THQ have announced that the frame rate will be much faster than the original and that the computer bots may be fully customised. Another welcome announcement is the support for USB mouse and keyboard control. You can expect to hear a lot more about this explosive shooter before then. □

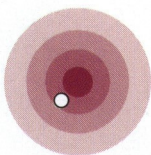
ON TARGET? RED FACTION 2

The original *Red Faction* still dominates the first-person shooting genre but will the sequel grab the top spot in 2002?



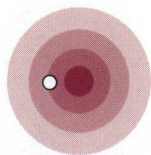
ACTION

With enemies that are so aggressive they blow their way through walls to get at you. Cool.



GRAPHICS

Improved character models but don't quite match the visuals seen in *MGS2*.



WEAPONS

14 different weapons and the ability to fire two guns at once makes for a solid arsenal.



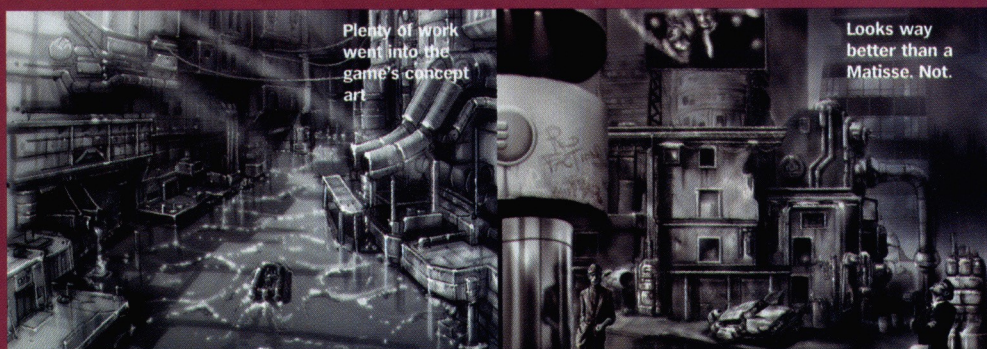
Geo Mod plays a more prominent role.



What shooting a wall looks like.

Two guns? Is this a *John Wayne* flick?

Nowhere to run. Nowhere to hide!



Plenty of work went into the game's concept art

Looks way better than a Matisse. Not.



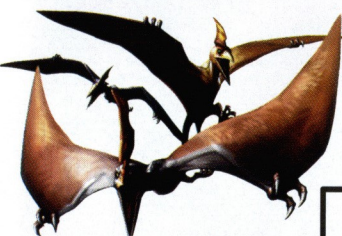
Even in the future, Bank Tellers are bound to be equally insane.

What did we just tell ya?

OPS2 wonders if their arms ever get tired...

PREVIEW

DINO STALKER



WORDS: LEE HART

DINO STALKER

Capcom's latest Gun Survivor swaps zombies for dinosaurs. It's time to dust off that lightgun again.

Publisher: Capcom
Developer: Capcom
Players: 1
Release: 30 August

Think how cool *Jurassic Park* would be if it was directed by Paul Verhoeven. Instead of letting Sam Neill waddle around after a pair of kids, the dirty Dutchman would have kitted out a bunch of B-list no-marks with powerful weapons, thrown in a dozen Velociraptors, then called

"Action!" Capcom's already had that idea; the latest game in its lightgun series takes us out of the *Resident Evil* universe and into *Dino Crisis* country.

This is the third Gun Survivor game and, like its predecessors, *Dino Stalker* attempts to adopt a more free-roaming approach to the genre's traditionally on-rails gameplay. Fortunately, where *Resident Evil Survivor 2 Code: Veronica* was an almost unplayable jerkfest, this feels like a fresh spin on an otherwise tired format.

The series has faltered in the past by expecting players to handle movement and aiming at the same time. Now the G-Con 2's equivalent of shoulder buttons are used to strafe left and right, while the D-pad located on the back of the gun controls turning and forward/backward movements. Sound uncomfortable? It is, but you can spin your character through 360 degrees without a sniff of slowdown. Crucial considering enemies zero in from every angle. Fortunately, Capcom has included an on-screen radar which shows all nearby threats. Once in the jungle, it's an absolute Godsend and reinforces the sense of being in the undergrowth, hunting down overgrown lizards with high-powered weaponry.

Things kick off in 1943, with fighter pilot Mike Wired involved in a frantic dogfight. With his plane billowing smoke, Mike bails out, but is caught in some sort of temporal anomaly. The sky then fills with Pteranodons and the clock is ticking. Having dispatched the airborne menace, you land in a lush jungle packed with snarling 'Raptors. We'll spare you the time-travel back story, suffice to say you need to shoot

dinosaurs – lots of 'em.

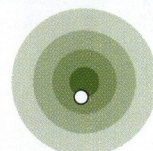
The aim of each level is to move in the direction indicated on the radar, picking off dinos and collecting power-ups as you go. Toggling between the default weapon and special attack is simple, and there's a vast array of destructive potential at your fingertips, from uzis and bazookas to laser rifles and electric blasters.

Graphically, the game is a vast improvement on its predecessor, with large chunks of destructible scenery and beautifully animated enemies. Some sections have you locked to vehicles such as a raft or jeep, which makes movement restricted, but does add diversity.

Aside from the usual question marks over longevity of lightgun games, our only major gripe at this point is the crippling wrist strain induced by extended play. A problem exacerbated if, like this correspondent, you're cursed with ET's spindly fingers. True, you could always use the Dual Shock, but surely that's missing the point? Oh, and if you must pretend to be Antonio Banderas in *Desperado* while playing, at least close the bedroom door. Mother's worried enough as it is. □

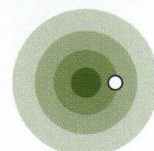
ON TARGET? DINO STALKER

We weren't overly impressed by the last Gun Survivor game, but has Capcom managed to save the series from extinction?



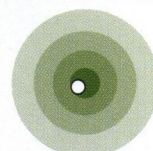
GRAPHICS

Big, bold and beautiful. It's what we expect from Capcom.



INTERFACE

First-person mode is great, but the controls are torturous.



CARNAGE

They're extinct already, so you won't feel too bad. No kiddin'...

I AM THE LIZARD KING!

Check out our three favourite fossils.



Carnosaurus

The first boss encounter involves taking out two of these massive monsters, so save plenty of ammo for your special weapon. The Carnosaurus is basically a poor man's T-rex, but don't let him hear you say that.

Plesiosaurus

Their teeny-weeny heads are hard to hit, but taking out one of these aquatic beasts proves infinitely satisfying for anyone who has spent a miserable day sat on the banks of Loch Ness, desperately waiting for something, anything, to happen.

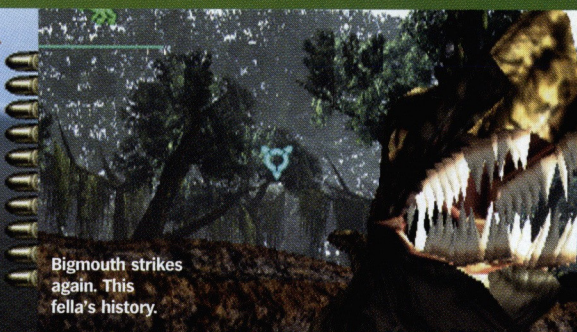
Compsognathus

These unpronounceable little fellas are nicknamed Compy, and can run very fast indeed. The cheeky little blighters will even pick up your health packs and make off with them. Kill them. Kill them all.

Fly, my pretties, fly!



Bigmouth strikes again. This fella's history.



Bloody gore! Capcom spills its guts.



Incoming! You will be attacked by both airborne and aquatic dinos.



Seems even dinosaurs fantasise about twins.



Seeing red. A Pteranodon takes a bite.

WORDS: DEREK LEE

STREET HOOPS

Looks like Black Ops have sunk a nothin'-but-net bomb with this new playground hoops title.

Developer: Black Ops Entertainment
Distributor: Activision
Players: 1-8
Release Date: September

The annual release of basketball games like the *NBA Live* series are usually no more than a rehash of the previous year's games with updated rosters and a graphical facelift. There's only so much that developers can do with a game that really doesn't change from year to year.

So, in search of something different, players are being taken back to the game's roots. The exceptional *NBA Street* was one example. It looks like *Street Hoops* will be another.

As its name implies, the roundball action in *Street Hoops* takes place in some of the most famous playground and street courts in the USA. Some of the better known courts are LA's Venice Beach and Rucker Park in New York. True hoops fans will recognise the court in French Lick, Louisiana as being a tribute to where the famous Larry Bird grew up playing backyard ball on a dirt court.

All of the courts are filled with detail, and diverse enough to really add some variety to the boring crowd facades featured in stadiums of "regular" basketball games. While the courts have plenty of visual character, they were uncharacteristically quiet in the beta build that *OPS2* played. Hopefully *Street Hoops* will also feature plenty of background crowd noise, cheering and on-court jawin' to add plenty of atmosphere.

There's variety aplenty in *Street Hoops* and without the restrictions of a regular NBA game, the developers have cut loose. Players will be able to choose from 1-on-1 to 5-on-5 games, full court or half court, and then decide whether to take their skills across the country or defend their home court.

Gameplay isn't overly quick, so there's room for a little improvement here. There are no camera issues or graphical glitches at this stage, and the backboard thankfully fades out of view when taking an in-bounds pass. Animation is already looking silky and there will be plenty of amazing slams and

drives to the basket to execute. Transition play seems a bit lacking in pizzazz at this stage. Adding more insane crossover and spin moves and no-look passes should fix that.

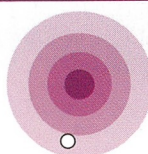
The AI also seems to be finely adjusted and promises to provide a decent challenge, although this is one game that absolutely screams for some multiplayer action. Whilst everyone likes to see highlight reel dunks and alley-oops, hopefully play at the other end won't be ignored. The awesome in-your-face swats were what made *NBA Street* such a well-balanced game and with any luck we'll see equal emphasis here.

Some players may be turned off by the fact that *Street Hoops* does not carry a NBA licence and accordingly, real life pro players will not be featured. Fear not because in their place are an assortment of actual street ball legends such as Booger Smith, The Main Event, and Half Man-Half Amazing.

At this stage, the rosters look balanced enough to suit all playing styles. Whether you like to run-and-gun or mix it up in the paint with a post-and-power game, *Street Hoops* looks like being able to cater for everyone. You got game? ☐

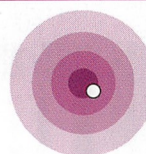
ON TARGET? STREET HOOPS

When the courts are wet, *Street Hoops* looks like being the next best thing for a roundball fix. Maybe even better.



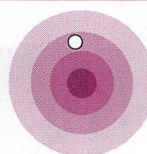
TICK TICK

Close to completion, *Street Hoops* featured some horrendously long load times.



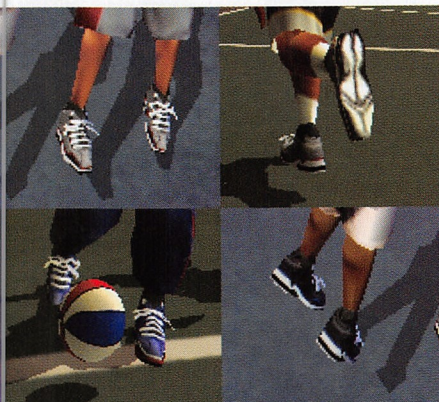
HANDLE

Familiar jump shot controls, plus icon passing, spin moves and calling for screens.



CARNAGE

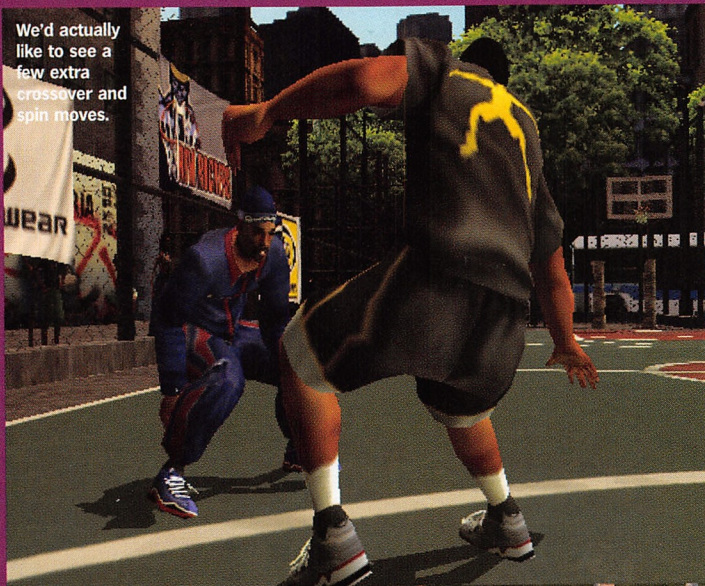
Create-a-player mode is lacking in options, including choosing your own name.



WHERE'D YOU GET THEM NEW SHOES?

Just like in real life, *Street Hoops* allows players to bet on the outcome of games, so knocking over an opponent doesn't just give you bragging rights and control of the court. It also means you get to spend that dough on an assortment of playing gear from the likes of Ecco Unlimited and And1. Before setting foot on court, players can accessorise their teams to their heart's content. Having skills is one thing, you also have to look the goods.

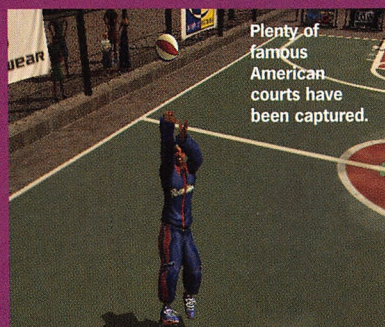
We'd actually like to see a few extra crossover and spin moves.



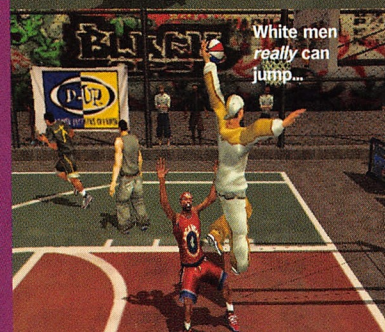
These guys would thrash a Jordan-less Wizards line-up.



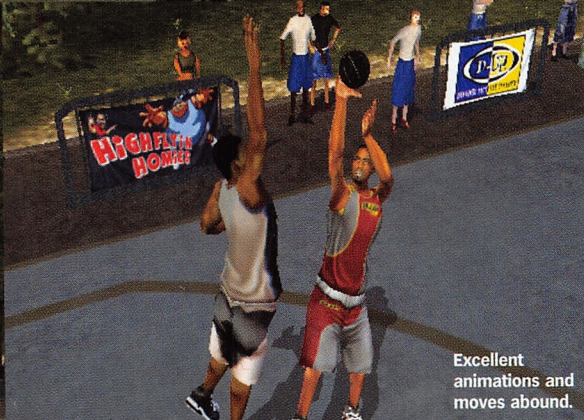
Plenty of famous American courts have been captured.



White men really can jump...



Phil Smythe this guy ain't...



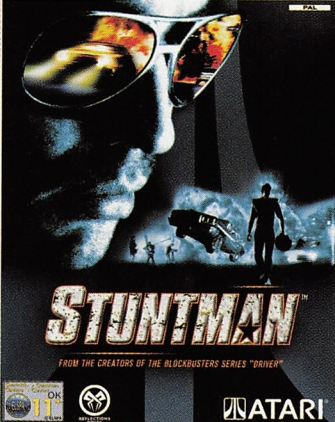
Excellent animations and moves abound.



PlayStation 2



PlayStation 2



"A killer title in the making." - Edge
"This game is outrageous." - PSM 2
"This will be massive." - PSW



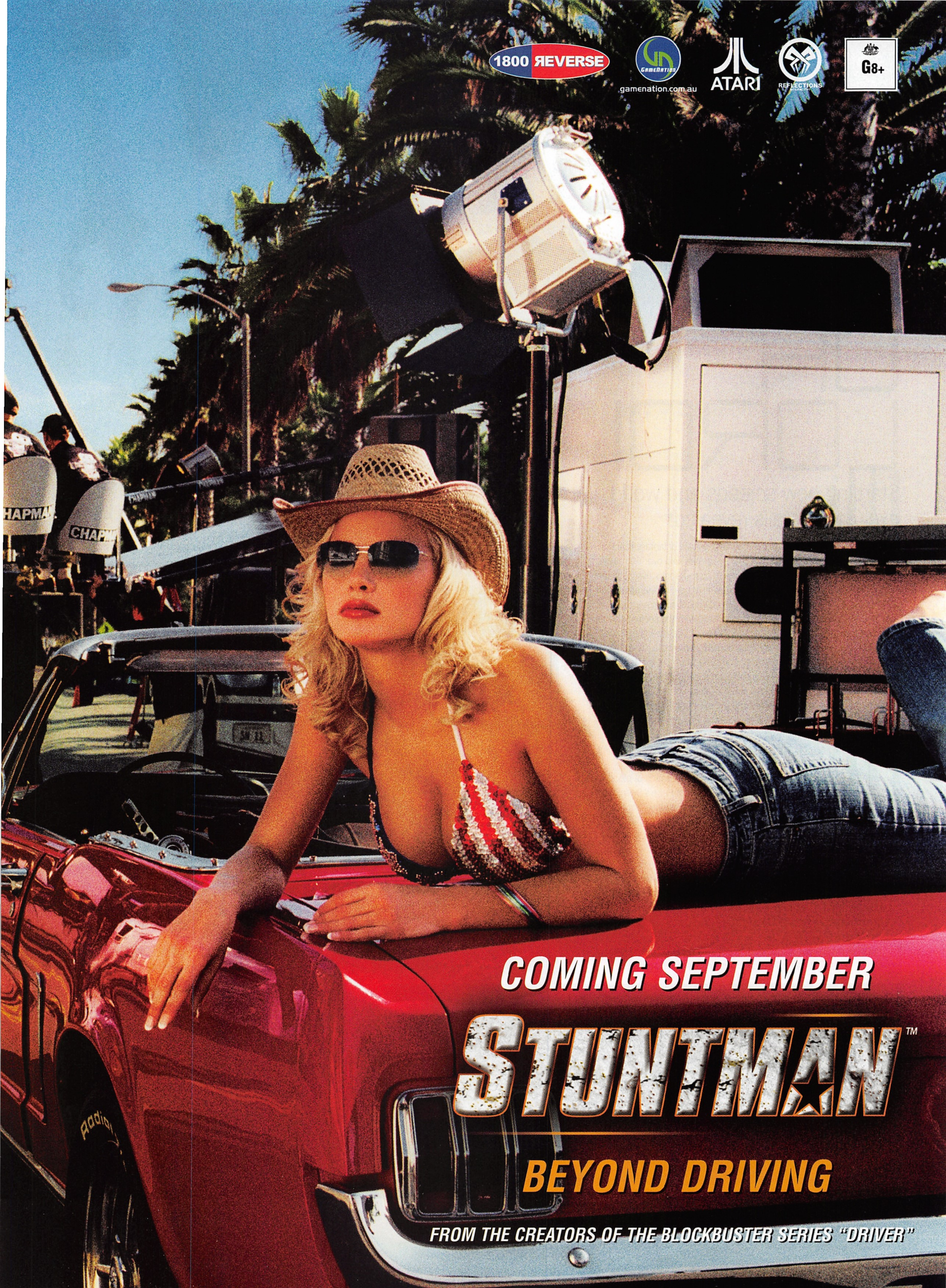
www.stuntman-game.com

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COMING SEPTEMBER

STUNTMANTM

BEYOND DRIVING

FROM THE CREATORS OF THE BLOCKBUSTER SERIES "DRIVER"

SPY

HEADLINERS

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EDITED BY RICHIE YOUNG

OH LORD!

Startling new screens and world exclusive details revealed!

THE LORD OF THE RINGS didn't re-write the rules of fantasy fiction; it established them. JRR Tolkien's epochal trilogy has sold over 50 million copies since its launch in 1954 – equivalent to two books every second over the last 48 years. Director Peter Jackson's subsequent movie translation *The Fellowship Of The Ring* launched to universal critical acclaim in 2001, netting over \$167million in the USA and Canada alone. With the second and third parts of the trilogy, *The Two Towers* and *Return Of The King*, the series' continued popularity is assured. EA's action-packed tribute, based on key events from the first two films, should complete the most astounding trilogy of them all – a novel, movie and game each as groundbreaking as the last.

Developed by Stormfront Studios, EA's fantasy epic shies astutely from the movie's po-faced extremes, delivering a red-hot third-person action adventure to delight gamers of all persuasions. Imagine the furious gameplay of *Devil May Cry* twinned with the lush cinematics of *MGS2* – with stunning movie-accurate backdrops – and you can appreciate why EA's latest will scintillate Tolkien die-hards and elf-hating gamers alike.

In the scene we played, a movie clip showed thousands of blood-crazed orcs charging towards our location on the parapet of Helm's Deep. With barely a flicker, the clip merged into real-time action and we were thrust into a frantic battle for survival. Rain lashing the screen, sword-to-sword with a towering Urak-Hai warrior – screams piercing the air – it was as if we'd been catapulted head-first into the movie itself.

Stormfront Studios is working hard to ensure the game makes its scheduled November release date, timed to coincide with the launch of the second movie. One thing's for sure, if *The Lord Of The Rings* fulfils its early promise, we won't be lamenting another lacklustre movie licence, but Tolkien about a revolution. **DD**

**Hot on the hooves of last year's critically acclaimed movie, EA's adventure looks set to terrorise gamers' affections this November.*

Watch out for active scenery destruction.



Aragorn has a variety of lethal attacks including a throat-slicing choke hold and sword-impaling finishing move.

Scenery spans over ten Middle Earth locations.

GOING TO MIAMI!

Rockstar cashes in on Eighties chic in the bound-to-be-huge *GTA: Vice City*

HOW COOL CAN Rockstar make the next game in the *Grand Theft Auto* series? Well, if your definition of 'cool' spans back as far as the revered Eighties, then pretty damn cool. *Vice City*'s setting is to Miami what Liberty City was to New York, and will embody everything the most decadent period of the 20th Century has come to represent. "The vibe is glamour, power and corruption," explains Sam Houser, Rockstar's President. And you know what that means: more violence, blood-letting, carjacking and savage beatings, only now it's 110 degrees in the shade and you're wearing a pair of deck shoes and a pastel-coloured suit with the sleeves rolled up. You can just smell the corruption...

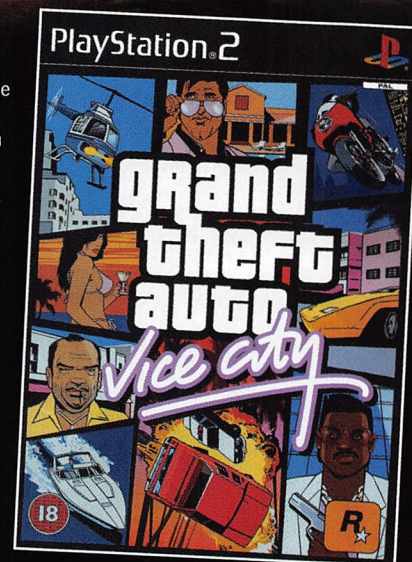
So, why all the excitement? The legendary *GTA 3* has already sold six million copies worldwide and has been a resident of the Aussie sales charts since it was released. People are actually buying PS2s just to play it. Therefore, demand for this sequel is going to be huge. And in a move which comes as no surprise, Sony Computer Entertainment has seen fit to enter a deal with Rockstar to ensure that only PS2 owners will have the privilege of playing *GTA* games. And that's for the next four years!

Apart from the Eighties vibe, little is known about *GTA: Vice City* although in a local exclusive OPS2 will reveal all in the next issue. Rockstar is being traditionally guarded on specific details, but here's what we're allowed to tell you now:

- *Vice City* is a *totally new game*, not, as was previously reported, an add-on disc to *GTA 3*.
- Development was started on the game straight after the completion of *GTA 3* back in November 2001.
- The theme (as we've already said) is Eighties Miami. While the obvious reference point is cult cop show *Miami Vice*, the fact is that *GTA: Vice City* might be a better comparison with *Scarface*. Chainsaws and all.

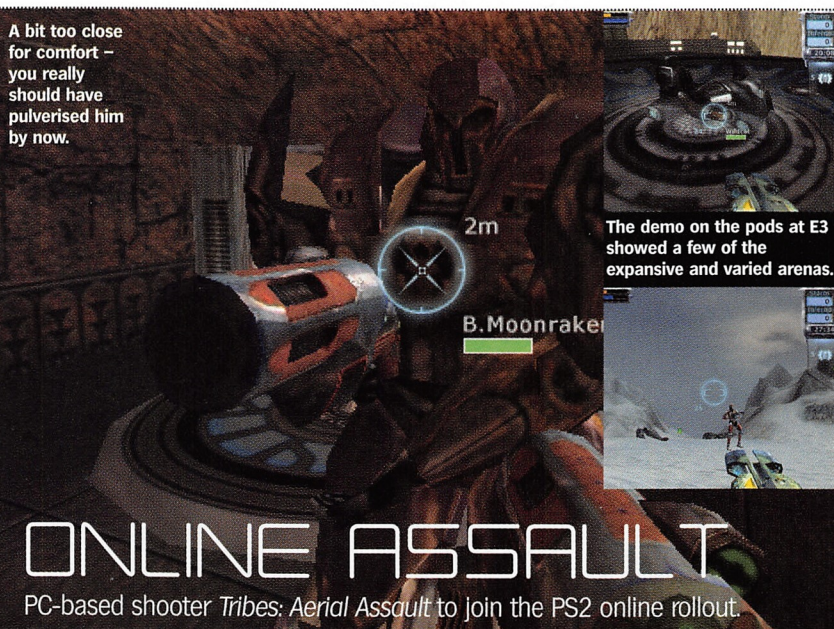
- Hardcore fans guessed the sequel's location after discovering various clues in *GTA 3*. The most obvious being when one game character said, "I'll see you in Miami." Clever, no?
- It will feature an improved game engine, which will improve on collision detection and clipping. And much, much more cut-scene footage.
- *Vice City* will be massive and better, with a whole new game world to explore. Here's Sam Houser's more eloquent description: "It's an even more revolutionary gaming experience. This will be reflected in the size of the game, the scope of the gameplay and the extent of the gameplayer's freedom." The man don't lie.
- It might just feature a helicopter with machine guns, have you bombing around the Miami Keys in a speedboat and tearing up the sun-baked streets on a high-powered motorbike.
- There'll be all-new 'vehicles', characters and plenty of buxom, bikini-clad beach babes.
- The soundtrack will be absolutely massive, featuring classic Eighties fare (reportedly a major passion of Houser's) so expect synths, soft rock and hip-hop, plus a liberal dose of Phil Collins, AC/DC, Rick James, Michael Jackson, Judas Priest and Giorgio Moroder. No, really.
- You might have to do a mission wearing roller skates.
- And finally. *It's out in late October this year!*

Unfortunately, Rockstar is yet to release screens, but the art they have released, including the logo against a Miami sunset, is a great indication of the game's feel. We'll have the first screens and you can rely on OPS2 to be the first to bring all of the info straight to you. In the meantime, we're all off to buy hair gel, cologne, pencil ties and scour Red Eye Records for Jan Hammer and Harold Faltermeyer vinyls. □ GW



The box art suggests some new vehicles for *GTA: Vice City*.

A bit too close for comfort – you really should have pulverised him by now.



The demo on the pods at E3 showed a few of the expansive and varied arenas.

B.Moonraker

ONLINE ASSAULT

PC-based shooter *Tribes: Aerial Assault* to join the PS2 online rollout.

THE FIRST-PERSON SHOOTER *Tribes: Aerial Assault* from Inevitable Entertainment was one of a series of online games showcased by SCE at E3. The *Tribes* series already has a PC online following, and *Aerial Assault* has been confirmed as a PS2 network game that will be launched alongside the Network Adapter when it goes on sale in the US.

To prove its worth as an online blast, four PS2s were linked up using the Network Adapter on the SCE stand, which were in turn linked up to four others on Publisher Sierra's stand (the game can handle up to 16 players at a time). Once the initial novelty of playing a multiplayer PS2 game with full screen graphics had abated, it became apparent that Sierra had done an adequate job of transplanting the best points of the PC version into a console-based format. This is best illustrated by

the implementation of a lock-on function which makes aiming easier – intuitive and easily achieved by hitting **Ⓢ** when a target is in sight.

One element that sets *Aerial Assault* apart from other FPSs is the player's ability to fly with the aid of a jetpack as well as running and jumping. This gives gameplay more depth and height, emphasised by floating platforms, deep chasms and perilous towers. In terms of an online experience, *Aerial Assault* shines when played as a team game, with each member given a different role in battle. The classic Capture The Flag mode – as well as Siege, Hunters and Bounty will be in place for online tournaments.

Inevitable has ensured that a fulfilling Single-player mode is available offline, with 11 missions.

□ **GW** "T: AA will be out later this year."

13 AND COUNTING...

OPS2 remains impressed by the sumptuous style of Ubi Soft's *XIII*.

UBI SOFT'S FIRST-PERSON shooter *XIII* revealed itself to be one of the most visually original titles on display at May's E3 show. First announced in OPS2, the game is being billed by its makers as the first "comic rendered FPS" and it proved to be more than just a few stylised screenshots.

The story behind *XIII* and the relevance of the curious title was also made more clear. "The game opens with the player in control of a character found washed up on a beach," explains Producer, Julien Barnes. "He has amnesia and no recollection of who he is. The only clue to his identity is a XIII tattoo branded on his chest." He soon finds out that he has military skills and is part of a conspiracy against the US government. This sets up a dual mission structure: first, to sabotage the conspiracy; second, to discover who and what the character really is, which would presumably involve finding out the meaning of the XIII emblazoned across his torso.

The game is based on the graphic novel of the same name by Belgian author, Jean Van Hamme. With this in mind, we were impressed by the way the cel-shaded effect lent the game a real comic book style. Other than Capcom's comparable *Auto Modellista* (racing given the cartoon treatment) there really is no other game like it.

XIII is also being developed for PC where it will provide the option to engage in online gaming with up to 32 players. It is hoped that Ubi Soft will also add *XIII* to the growing list of PS2 titles to support online play, an idea Barnes confirms he's considering. "We are currently keeping a very close eye on the online aspects... and are ready to adapt if online gaming is an option." Everything seems to suggest it should be Ubi Soft's lucky number.

□ **GW**

"*XIII* is currently scheduled for an early to mid 2003 release."

13 / 986

PHOTO OPPORTUNITY

We reveal Ubi Soft's *Project BG&E*. Yet another 'crazy' French game concept? Yep...

FANCY YOURSELF AS A budding photographer? How about overturning a corrupt government office? The latest game to come out of the same Ubi Soft studio which gave us *Rayman* can offer you both. *Project BG&E* (working title) is being developed by a team led by *Rayman* creator Michel Ancel and has been in development for three years. Sticking to what they know, Ubi Soft has created a platformer inhabited by a vast array of cartoon-styled characters. However, Jade, the main character, owes more to female adventurers like Lara Croft and Jen (from SCE's forthcoming *Prima*) than the cutesy charm of *Rayman*.

Jade is essentially a freelance snapper with a brief to photograph as many of the weird, wonderful, and often dangerous, animals that inhabit her world. Attached to this is a darker, more serious plot involving the freedom of Jade's people at the hands of a corrupt and tyrannical government. By taking photographic evidence, Jade can secure her people's liberty. Ancel is particularly excited about the potential of creating a vast free-roaming environment as a setting for the story to unfold. "What propels this game is not only an engrossing story line but the promise of discovery," he explains. "Our goal is to provide gamers with a unique plot set in a world with no bounds."

When OPS2 saw the game we witnessed Jade travelling via sea, land, air and space to different in-game destinations. The lack of linear constraints added to the feeling of you controlling a true adventurer. Nothing exists as mere background and every visible part of the detailed environments, however distant, will eventually be reachable and explorable – a feature that we've already experienced in *Jak And Daxter* (and which is also to be utilised for Insomniac's upcoming *Ratchet & Clank*).

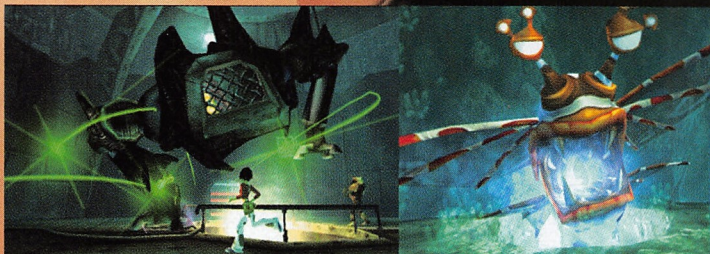
A further element to the gameplay is a point system whereby snapping her world's weird and wonderful fauna, and gathering pictorial evidence of the government's evil doings will increase Jade's score. The game is still at an early stage in development and details of what these points go towards have not been revealed. We can only guess that they will act as currency for better equipment, new skills or level advancement.

If *Project BG&E* lives up to Ancel's zealous "promise of discovery" it could easily provide a challenge to other PS2 platformers. Let's hope a more snappy title is devised before the game is finished. □ **GW**

*Expect this photographic gem to be released sometime next year.

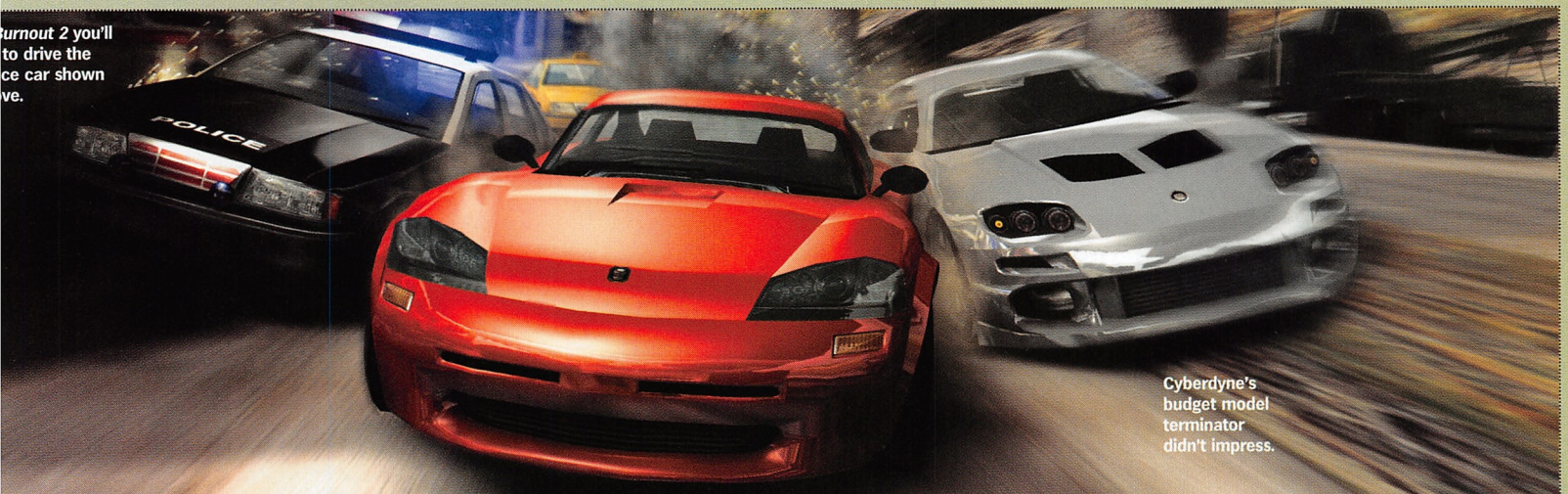


While being attacked by hammer-wielding nasties, Jade must take their photograph.



Michel Ancel's heritage as *Rayman* creator is obvious in the cartoon-fantasy style visuals.

Burnout 2 you'll
to drive the
ce car shown
ve.



Cyberdyne's
budget model
terminator
didn't impress.



It's all a
bit bloody
dangerous.

"Ho hum, another
18 weeks in
intensive care."

THE WRECKING CREW

Criterion announces *Burnout 2: Point Of Impact* – the Fangio of racing games is back...

CRITERION RECENTLY UNVEILED the sequel to its high-octane arcade racer *Burnout*. Although retaining irresistible speed and still encouraging the most reckless of driving, *Burnout 2: Point Of Impact* is anything but a simple upgrade. The game trains at Criterion have seized the opportunity to deliver new race modes, new courses and cars, plus a tutorial option to encourage newcomers to the title to take up the baddest of driving habits.

"It's a whole new game, but it's still a fast and exciting arcade racer," explains Alex Ward, Creative Director at Criterion. "One of the new features of the game is weather. *Burnout* is all about driving dangerously and it's even more hazardous if you add in rain, sleet, snow and fog." Remember how difficult it was to dodge

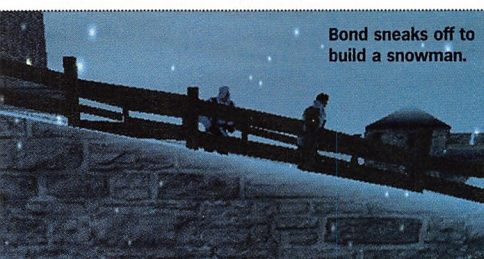
the traffic in *Burnout*? Now imagine that with visibility down to ten metres and a stopping distance of half a mile. Exactly.

It's no longer just a suggestion that you should drive irresponsibly – in *Burnout 2*, it will be positively encouraged. "We have a licence test section called Offensive Driving 101," reveals Ward. "In *Gran Turismo* there were licences for driving well; in *Burnout 2* there are licences for driving badly. We're also going to do a *Burnout* School Of Bad Driving at the start, where you drive a learner-style car, which is fun to smash up."

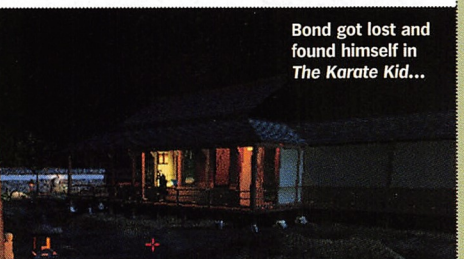
More experienced *Burnout* veterans will be pleased to hear that the game features all-new tracks. "For the final area, we were thinking of where it would be fun to race madly at speed. So we

thought a busy international airport would do the job just fine," enthuses Ward. The stages link together both physically and geographically forming part of a large Peninsula, a subtle nod to the idea Namco had with *Ridge City* in *Ridge Racer V*. Ward also promises seven new cars plus seven to unlock.

Burnout 2 has no online option. "It's not something we're including in this particular game," says Ward, "but once all the PS2 owners start getting into online over the next year or so, then we'll most likely create something to do with PS2, motoring and online gaming." So, the killer question: is it possible to make *Burnout 2* any faster than the blistering original? "We're trying, trust me," is Ward's answer. **GW**



Bond sneaks off to
build a snowman.



Bond got lost and
found himself in
The Karate Kid...

LICENSED TO PRINT MONEY

Pay attention reader, EA has announced *James Bond 007: NightFire*.

THERE'S NO DENYING how good *GoldenEye* on the N64 was, but you couldn't help feel it missed out on the sheer sexiness of the Bond movies. EA's *Agent Under Fire* aimed to rectify that by copying Rare's first-person format, but incorporating sleek cars, and even sleeker women.

Now the inevitable sequel is on the way, and looking very snappy it is, too. As the name suggests, *James Bond 007: NightFire* isn't tied to a specific movie, the advantage being that it gives developer Eurocom the chance to riff on all the classic Bond clichés. Take the plot for instance: Jimmy has to stop an evil genius called Rafael Drake from... wait for it... taking over the world. Sigh.

Ten different locations are planned, and this is where things start to get really interesting. In an obvious nod to *Moonraker*, there's going to be a level set on board a space station that will feature combat in zero gravity. Elsewhere, a trip to the Austrian Alps should result in some ski-based slaughter, while the South Pacific acts as backdrop for underwater missions.

Now this being sequel land, it's little surprise that the general vibe is much bigger and better. The graphics engine in *Agent Under Fire* was none too shabby in the first place, but *NightFire* promises improved draw distances and the chance to view things from a third-person perspective. The

gameplay mixes trigger-happy mayhem with a smattering of stealth, and you can expect Q's gadgets and sexy girls aplenty – this is Bond, after all.

Could this be the *Bond* game that PS2 owners have been waiting for? Whether *NightFire* will actually advance the FPS genre is less certain, especially with Free Radical's spectacular *TimeSplitters 2* looming on the horizon. That said though, all EA has to do is bundle in one of those magnetic watches that miraculously unzips cocktail dresses and we'll be sold. **TC**

*James Bond 007: *NightFire* is due for release at the end of the year.

CLOUDED VISION

Build yourself a pastel-shaded world in Level 5's *Dark Cloud 2*.

AS THE FOLLOW UP to the RPG of the same name released through SCEE back in 2001, *Dark Cloud 2* now sits firmly on the PS2 horizon. The sequel was first announced with a silhouette of the main character posted on developer Level 5's web site early in the year. Few had expected it to be complete enough to make Sony's stand at E3 but it was a last minute addition alongside similarly themed *Wild Arms 3*. At first glance, the major change was that the developer had opted to give *DC2* a brand new visual appearance by using a hand-coloured cartoon look.

You may remember that *Dark Cloud* was a fairly standard dungeon-searching RPG, lifted by the inclusion of a *Pokémon*-style collect-'em-all element. In order to complete the game, players had to reassemble a village which had been destroyed by an evil force. Although a certain degree of flexibility was allowed, the main character (Toan) had to listen to his villagers and arrange their homes exactly as they asked according to their individual needs. The pieces of village were hidden in eggs scattered throughout dark and dangerous cave-like dungeons. Most

memorable was the Georama aspect where players could place parts of the village on a map and then, with the flick of a button, swoop down into the village and walk around.

Dark Cloud 2 offers an improved Georama system that the developer hopes will allow players to rebuild worlds with greater detail. Buildings no longer snap to a grid and can be laid at any angle. They can also be placed on top of each other (or on stilts), and can be varied in colour. Furthermore, the ante has been upped, with areas in need of rebuilding not only in the present but also in the future. Little is known of the story or motivations of the characters, but it has been revealed that there are now two playable characters (the main one is called Max) each with their own attacks, special abilities and expandable weaponry including, bizarrely, a golf club!

Dark Cloud 2 is still quite a long way off completion and because the game is being developed in Japan, it will be released there first. Look out for more info on this original RPG in *Spy* later in the year. ☐ **GW**

**Dark Cloud 2* will be out in 2003.



Note the playable female character with pink hair.

BLUE LINES

» *Silicon Dreams* is currently developing a brand new title called *Fatman And Slim*. Details are rather vague at the moment but it looks like it's going to be an adventure-styled game starring 'the loveable, doting but lazy lead character Fatman, and Slim, his skinny, demanding, slick chic girlfriend.' (Developer's descriptions, not ours...) » The release of *Time Crisis 2 Platinum* has been delayed for the foreseeable future, despite the fact that it appeared on our cover disc as a Platinum game last month

CONTRA FLOW

Konami unveils *Contra: Shattered Soldier*, and it's looking explosive.

THE CONTRA GAMES have always been about rock solid gameplay, stupidly big weapons and story lines that make *Independence Day* look like *Citizen Kane*. During its 16-bit heyday, Konami's series built a reputation as the hardcore gamer's shoot-'em-up of choice. Sadly though, the jump to 32-bit wasn't kind to *Contra*, with fans left disappointed by a duff PSone version that moved the game into three dimensions but sacrificed much of the core gameplay.

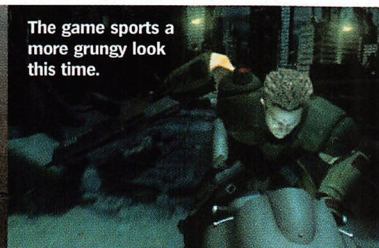
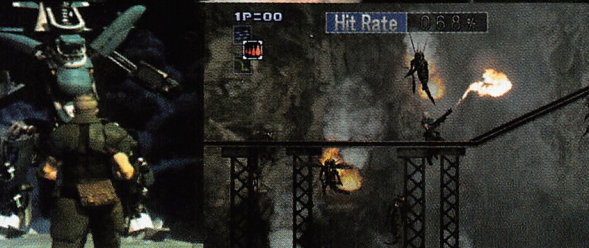
Now the series is going back to basics in the shape of *Contra: Shattered Soldier* – a brand new title that's exclusive to PS2. *Spy* spoke to the game's Producer, Nobuya

Nakazato to find out more. "You saw what happened to the *Contra* series in 3D," he says. "In some ways, they screwed up. This time the team has stuck with 2D." And from what we've seen, the fans are going to be delighted. This is the *Contra* you know and love: Bosses filling the screen, endless waves of enemies, planet-scouring explosions – twitch gameplay at its best. Surprisingly, the game will feature just three weapons, although each of these will have an Alternate Fire mode. Konami reckons this will create a purer *Contra* experience, with more scope for strategy. ☐ **TC**

* *C: SS* is due out early in 2003.



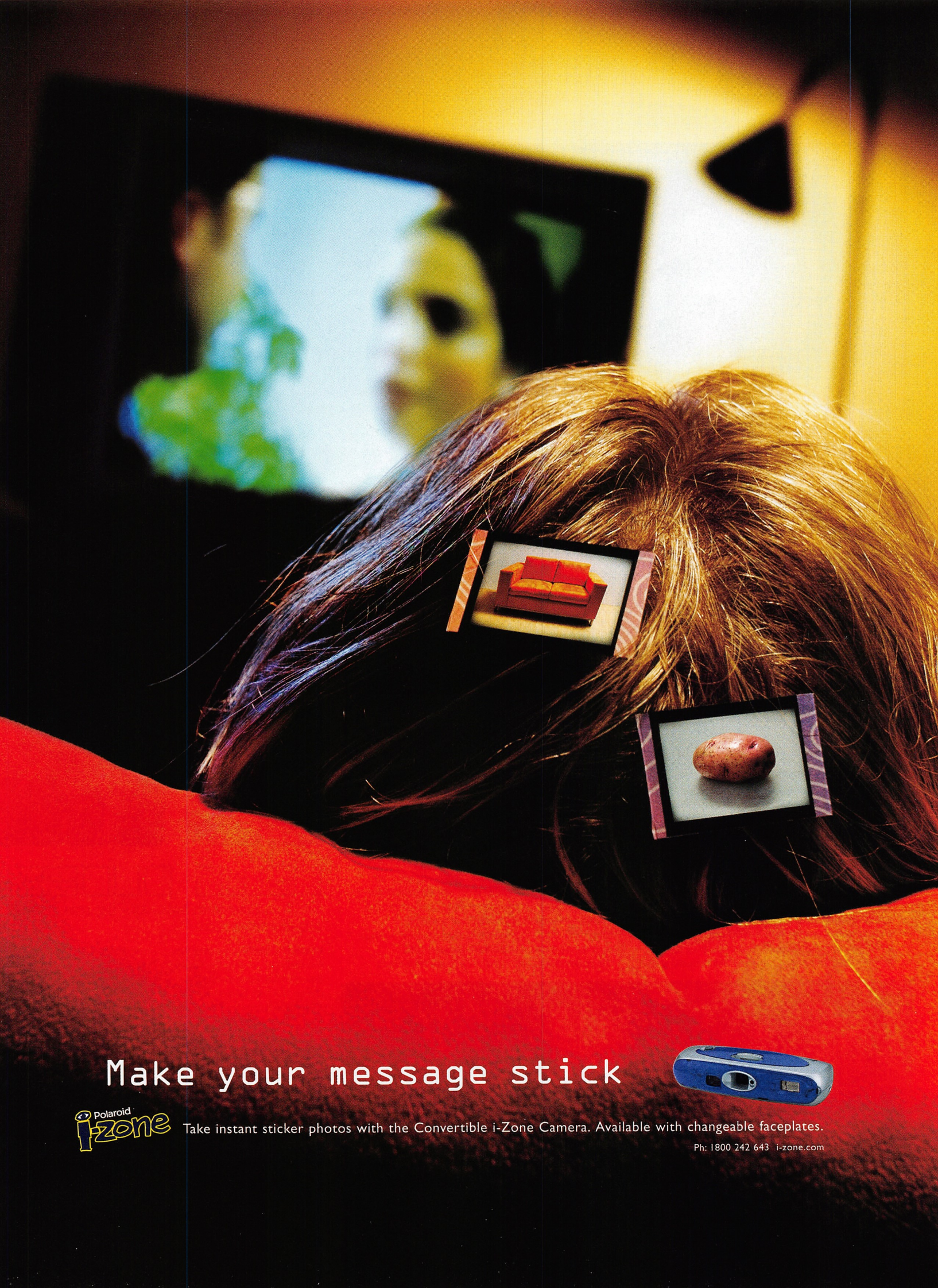
Spectacular big boss encounters.



The game sports a more grungy look this time.

BLUE LINES

» *Winning Eleven 6* (Japanese for *Pro Evolution Soccer 2*) has sold a million copies in Japan. It reached the impressive total in just eight weeks, making it the biggest selling football game in the country ever. We'll get an improved version in the UK this November » The latest title being worked on at SCEE's Cambridge studios is called *Ghost Hunter*. It should be officially announced later in the year » Disney has announced that it is planning to create a cartoon based on its and Square's PS2 adventure *Kingdom Hearts*



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Green eyes, red hair and bad dentistry – she is not a good date!

VAMP IT UP

Nazi occultists are sucked dry by Terminal Reality's *BloodRayne*.

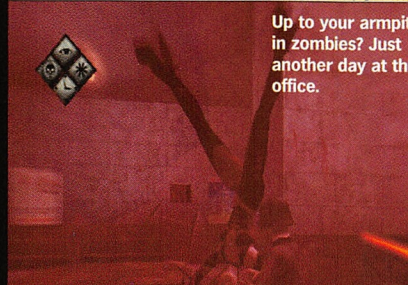
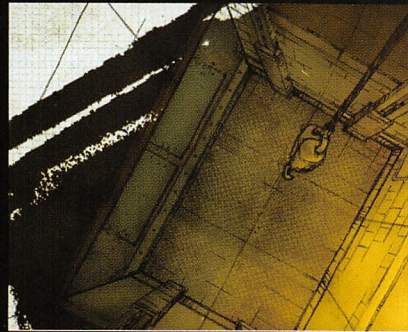
NAZI-BASHING GAMES are big at the moment (*Medal Of Honor: Frontline*, *Prisoner Of War*), and with the horror genre equally as popular, it was only a matter of time before the two were combined. The result of this union is Terminal Reality's *BloodRayne*, an action-orientated third-person adventure, and when we played the early code at May's E3 it was looking very promising.

Set during the Thirties, it seems the Germans have been meddling with occult forces in a bid to create an all-powerful army of mutant monsters. Enter Agent *BloodRayne*, a half-human, half-vampire heroine. Having been trained by the Brimstone Society, it's her job to stop the Nazis unleashing the ultimate evil. The correct dress code for which is apparently a skimpy basque and black PVC trousers.

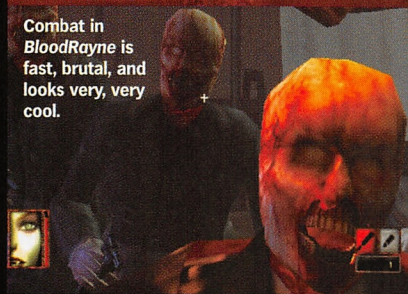
Developed by Terminal Reality, the game runs on the company's own in-house 3D engine. The resulting gameplay is fast-paced and incredibly violent, with blood spraying as severed limbs fly through the air. Being half-vampire, *BloodRayne* is, by tradition, an acrobatic lass, more than capable of dodging bullets with a well-timed cartwheel, or clamping her legs around an opponent while she sucks their blood. She needs to do this at regular intervals to replenish her energy, but slurp enough claret and she'll enter a supercharged state that enables extra-powerful attacks.

The game is obviously influenced by a number of other action titles, with traces of *Oni*, *Soul Reaver* and even *Max Payne* noticeable in the build we played. Indeed, her slow-motion perception skill is basically just bullet time with fangs. Likewise, the gothic vibe and ability to lock onto opponents while blasting away screams *Devil May Cry*. Which, issues of originality aside, is no bad thing.

BloodRayne could be a surprise hit. With the game due out in the States towards the end of the year, we should be sinking our teeth in soon after. **TC**



Up to your armpits in zombies? Just another day at the office.



Combat in *BloodRayne* is fast, brutal, and looks very, very cool.

WOLF WHISTLE

Return To Castle Wolfenstein set to appear on PS2. Achtung baby!

ACTIVISION HAS CONFIRMED plans to bring *Return To Castle Wolfenstein* to PS2. The game is the sequel to id Software's genre-defining PC first-person shooter which sold over a million copies. Set during World War II, *Wolfenstein* again stars BJ Blazkowicz, a lone allied soldier expected, somewhat ridiculously, to tackle the Nazi war machine single-handedly. Stop snivelling man, this is war – it's not supposed to be easy.

As you explore the gloomy castle and its surrounding area, the true horror of the Nazi threat becomes clear. Once again, the Nazis have been dabbling with the occult in a bid to create a zombie army. Yeah, that old chestnut, so not only will BJ have to tackle waves of SS stormtroopers, he'll also face bio-engineered mutants and powerful demonic entities.

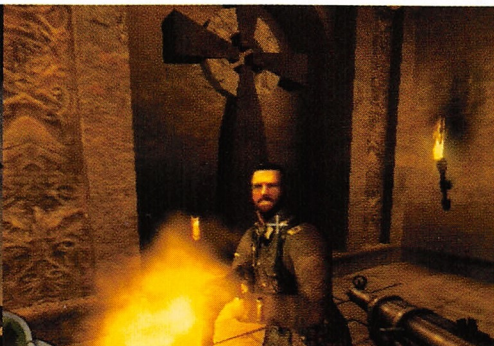
As you can probably tell, *Medal Of Honor* it ain't. Where *MOH* emphasises brutal realism, the focus in *Wolfenstein* is on gung-ho heroics and zombie-capping action. That said, certain sections require a more stealthy approach, and film buffs should be able to spot the influence of classic war movies such as *The Guns Of Navarone* and *Bridge Over The River Kwai* on the level design.

Overall, *Return to Castle Wolfenstein* is very much an old-skool FPS, which should go down well with fans of run-and-gun gameplay. Likewise, the weapon set is classic stuff, featuring conventional pistols and rifles alongside experimental technology like the lightning gun. And we must give a special mention to the flame-thrower! **TC**

*The conversion is being handled by Raster Productions.



Zombie holocaust: As if the Nazis weren't bad enough, it isn't long before you're up to your elbows in the undead.



The game was originally created to run on the *Quake III* engine, which probably explains why everything looks a bit, er, brown.



Richie's wife features in a big way...



BMX Bandits eat your heart out!

LEWD DUDES

Acclaim's *Dave Mirra BMX XXX* – big, bold, brash and downright rude.

WHEN IT COMES to pushing the boundaries of decency you wouldn't expect a BMX game to lead the charge. However, *Dave Mirra BMX XXX* is possibly the first PS2 game where the developer has implemented breast physics. You don't have to read far into the title's list of selling points to release it's that kind of game.

In one level, you have to stop two dogs from fouling in a park. Relatively tame, until you realise the way to do this is to encourage the dogs to copulate. Then there's the unlockable DVD extras – full-frontal stripshows. Then there's the spotty adolescent we rode by who was

inexplicably urinating into a swimming pool. And then there's nude BMX girls.

Underneath all this lies a slightly updated version of *Dave Mirra BMX* that developer Z-Axis claims now delivers twice the polygon count of the original. Accompanying *Mirra* are 15 other world-class BMXers and there's a total of 2,000 tricks to master with players able to create their own stunt parks and characters. Those with online access will be able to share these over the broadband network and enter into Global Ranking System. **GW**

*DM: XXX won't like the OLFC...



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SPY

incoming

PSONE RELEASE SCHEDULE

October

Title	Category	Publisher
Spec Ops: Airborne Commander	Action	Take 2
Firebugs	Racing	Sony
Dancing Stage Konamix	Dancing	Konami
Bear in the Big Blue House	Puzzle	Ubi Soft
FIFA 2003	Sports	EA
Black and White	Strategy	THQ

November

Title	Category	Publisher
Pink Panther	Adventure	Wanadoo
Harry Potter Chamber of Secrets	Platform	EA
NBA Live 2003	Sports	EA

December

Title	Category	Publisher
Bratz	Adventure	Ubi Soft

PS2 RELEASE SCHEDULE

Title	Category	Publisher
Vexx	Platform	Acclaim
Rocket Power: Beach Bandits	Kids Arcade	THQ
Jimmy Neutron Boy Genius	Kids Arcade	THQ
Chopli: New Era	Flight	THQ
Halloween	Adventure	Wanadoo
Inquisition	Adventure	Wanadoo
Tomb Raider: Angel of Darkness	Adventure	Eidos
Dragonball Z Fighters	Beat 'em up	Infogrames
Superman: Shadow of Apokolips	Adventure	Infogrames
Tom Clancy's Ghost Recon	FPS	Ubi Soft
Rayman 3	Platform	Ubi Soft
Villeneuve Racing	Racing	Ubi Soft
ET: Return to the Green Planet	Adventure	Ubi Soft
The Lost	Adventure	Ubi Soft
The Lord of the Rings: The Two Towers	Action	EA
The Sims	Simulation	EA
Harry Potter Chamber of Secrets	Platform	EA
Star Wars: Bounty Hunter	Action	EA
Star Wars: Clone Wars	Action	EA
Bond 007: Nightfire	FPS	EA
Ty the Tasmanian Tiger	Platform	EA
Simpson's Skateboarding	Sports	EA
Gladiator Wrestling	Wrestling	EA
NBA Live 2003	Sports	EA
Delta Force: Land Warrior	Shooter	Novalogic
Marvel Vs Capcom 2	Beat 'em up	Capcom
WWE Smackdown: Shut Your Mouth!	Wrestling	THQ
Red Faction 2	FPS	THQ
Tony Hawk's Pro Skater 4	Sports	Activision
Wreckless	Racing	Activision
Minority Report	Adventure	Activision
X-Men: Next Dimension	Beat 'em up	Activision
Star Wars: Jedi Knight 2	Action	Activision
Gungrave	Shooter	Activision
Rally Fusion: Race of Champions	Racing	Activision

December

Title	Category	Publisher
Dave Mirra XXX	Sports	Acclaim
Alex Ferguson's Player Manager	Management	Ubi Soft
Ratchet and Clank	Platform	Sony
Sly Raccoon	Platform	Sony
The Getaway	Adventure	Sony
Ape Escape 2	Platform	Sony
Primal	Adventure	Sony
Soul Calibur 2	Beat 'em up	Sony
Spyro: Enter the Dragonfly	Platform	Vivendi

January/Early 2003

Title	Category	Publisher
Midnight Club 2	Racing	Rockstar
Celebrity Deathmatch	Beat 'em up	Take 2
PlanetSide	Adventure	Ubi Soft
Rainbow Six: Raven Shield	FPS	Ubi Soft
XIII	Action	Ubi Soft
Crouching Tiger Hidden Dragon	Adventure	Ubi Soft
Project B, G and E	Adventure	Ubi Soft

PS2 RELEASE SCHEDULE

October

Title	Category	Publisher
Eggo Mania	Puzzle	Acclaim
Gravity Games	Sports	Acclaim
Legion Legend of Excalibur	Action	Acclaim
Reign of Fire	Adventure	Acclaim
Batman: Dark Tomorrow	Adventure	Kemco
Ecks Vs Sever	Platform	Kemco
Grand Theft Auto: Vice City	Adventure	Rockstar
Formula One 2002	Racing	Sony
Ninja Assault	Action	Sony
Space Channel 5 v2	Music	Sony
Run Like Hell	Action	Interplay
TimeSplitters 2	FPS	Eidos
Hitman 2	Action	Eidos
Colin McRae Rally 3.0	Racing	Codemasters
The Terminator	Action	Infogrames
Taz Wanted	Platform	Infogrames
Sega Soccer Slam	Sports	Sega
Sum of all Fears	Adventure	Ubi Soft
Tom and Jerry: War of the Whiskers	Adventure	Ubi Soft
Wizardry: Tales of the Forsaken Land	RPG	Ubi Soft
Chessmaster 9000	Chess	Ubi Soft
Metropolismania	Puzzle	Ubi Soft
FIFA 2003	Sports	EA
Need for Speed: Hot Pursuit 2	Racing	EA
Onimusha 2: Samurai's Destiny	Adventure	Capcom
Summoner 2	Adventure	THQ

November

Title	Category	Publisher
Burnout 2	Racing	Acclaim
Legends of Wrestling	Wrestling	Acclaim
Powerpuff Girls	Platform	Acclaim

PSONE AUGUST TOP 20 GAMES

RANK	TITLE	CATEGORY	PUBLISHER
01	Harry Potter	Adventure	EA
02	Tony Hawk's Pro Skater 3	Sports	Activision
03	Monsters Inc	Adventure	Sony
04	Final Fantasy Anthology	RPG	Square
05	Who Wants To Be A Millionaire?	Quiz	Eidos
06	FIFA 2002 World Cup	Sports	EA
07	Peter Pan	Adventure	Sony
08	Tony Hawk's Pro Skater 2	Sports	Activision
09	FIFA 2002	Sports	EA
10	Syphon Filter 3	Action	Sony
11	Rayman Rush	Adventure	Ubi Soft
12	20 Games Pack	Various	Sony
13	Scooby Doo Cyber Chase	Adventure	Ozisoft
14	NBA Live 2002 Gold	Sports	EA
15	MIB: Crashdown	Action	Infogrames
16	Final Fantasy IX	RPG	Square
17	Colin McRae Rally Type 2.0	Racing	Codemasters
18	Simpson's Wrestling	Beat 'em up	Fox
19	Barbie Explorer	Adventure	Sony
20	Need for Speed: High Stakes	Racing	EA

PS2 AUGUST TOP 20 GAMES

RANK	TITLE	CATEGORY	PUBLISHER
01	Medal of Honor: Frontline	FPS	EA
02	Grand Theft Auto 3	Action	Take 2
03	Spider-Man: The Movie	Adventure	Activision
04	Vampire Night	Shooter	Namco
05	Final Fantasy X	RPG	Square
06	Smash Court Tennis Pro Tournament	Sports	Sony
07	GT 2002 Concept	Racing	Polyphony
08	Action Triple Pack	Various	Sony
09	V-Rally 3	Racing	Infogrames
10	Metal Gear Solid 2	Action	Konami
11	Crash Bandicoot 5	Platform	Naughty Dog
12	Dynasty Warriors 3	Strategy	Koei
13	WWE SmackDown!	Wrestling	THQ
14	G1 Jockey	Racing	THQ
15	Tiger Woods PGA USA Tour 2002	Sports	EA
16	Virtua Fighter 4	Beat 'em up	Sega
17	007: Agent Under Fire	FPS	EA
18	Deus Ex	Action	Ozisoft
19	Devil May Cry	Action	Capcom
20	Cricket 2002	Sports	EA

Inform

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WORDS: GEORGE WALTER/IMAGE: THE KOBAL COLLECTION/UNITED ARTISTS

MR T

He wears a lot of gold. He gives sick people his "tough juice". He starred in a cult TV show and in *Rocky III*. Now he's in Rage's *Rocky* boxing game. OPS2 meets The Toughest Man In The World.

Curriculum Vitae

Name: Mr T (Born Laurence Turead)
Job title: Actor/Wrestler
Date of birth: 21/05/52
Place of birth: Chicago, Illinois
Height: 5'10"

Previous jobs: MP in US army, gym teacher, nightclub bouncer, pro wrestler (his tag partner was Hulk Hogan), bodyguard to Muhammad Ali, Steve McQueen and Diana Ross

Filmography
Rocky III (1982), *Be Somebody Or Be Somebody's Fool!* (1984), *Freaked* (1993), *Spy Hard* (1996), *Inspector Gadget* (1999), *Not Another Teen Movie* (2001), *Apocalypse IV: Judgement* (2001)

TV history
Diff'rent Strokes (1978), *The A-Team* (1983), *Mister T* (1983)

Hobbies: Relaxing
Favourite music: Gospel
Favourite food: Steak
Favourite drink: Milk



Talk about meeting your heroes... Given the choice of Robert De Niro, Harry Kewell, hell, even Homer Simpson, we'd still have chosen Mr T.

The prospect of 20 minutes in the presence of the most famous hardman of '80's TV is enough to have us tear up our E3 games-playing schedule for the rare privilege.

Mr T is outside doing the obligatory meet and greets, while we sit fidgeting with dictaphones and pondering questions like: Will he break my arm with his hand shake? (No, he does high fives.) Will he be accompanied by a gaggle of mean-looking bodyguards? (No, just his wife.) And will he still be sporting the trademark daft mohawk and enough gold to bankrupt Ghana? (Oh yes.) When he enters, we pretend not to be starstruck. "It's a pleasure to meet you Mr T," we offer. "Thank you, brother! Thank you," he replies...

Rocky III was your first big screen picture. What was it like working with Sylvester Stallone?

It was great. Stallone sorta took me under his wing and said, uh, he said, "I'm glad I picked you," that's what he told me. Then I told him, "I am honoured that you picked me and I will give you 150 per cent every day I'm here." So we had a good bond because I told him, "I didn't come here to poop around, I didn't come here to chase the girls."

He was sorta takin' a chance because the *Rocky III* producers wanted somebody that had been around and I'd never acted before, y'know? Stallone said, "Leave Mr T alone! What he have, he have a certain rawness that we need." Y'know, they wanted to send me to acting school and whatever, and Stallone said "No. I don't want nobody touchin' him. Let Mr T be like he is, y'know." So I appreciate what he did for me in that picture.

Did the boxing come naturally to you? I mean, we can't imagine you hadn't done it before.

Yeah, I used to box when I was in high school when I was 16 years old. Then I switched from boxing 'cos I wanted to play football, so I just let boxing go and stuck with football and wrestling, y'know. But I like boxing because it's an individual sport.

Just you and that man! Man to man, that's what I like. Plus I used to bodyguard boxers. I bodyguarded Muhammad Ali, Sugar Ray Leonard, Leon Spink and a lot of other famous fighters so that moving on and stuff, it was a natural thing, y'know.

Are you a fan of videogames?

Mr T's never really been into games and video stuff. I got a DVD at home - I don't know how to operate it! I gotta call people in, y'know. But I have a son, too, so I told him, "You get this game, son, and I'll have a game, so we can play together." But seriously I say if every kid in the hood is playin' the *Rocky* game, you won't have time for drive-bys, because you need both hands on this game.

See? 'Cos I spend a lot of time in the hood and a lot of kids they say, "Why did Billy do bad? Why did Johnny do bad?" I say because he had nothin' else to do. And I always say that idle hands is the Devil's workshop. That's why I said I'm gonna talk to the company and get me a couple of games free so I can take them to the kids in the hood.

What do you think of the likeness of "They talk of an A-Team without us! I pity them! I pity that producer! I pity the actor that try to play Mr T!"

yourself in the Rocky boxing game? Are you happy with it?

Well, I like it. It's funny when you see yourself in a game and whatnot. It's not totally identical, if it was really identical you'd be frightened of me, y'know! But I like it. It's cute. I can move with it!

Can we ask you some questions about The A-Team? The biggest memory we've got is when you go into a garage and build something out of nothing. Are you any good at making things in real life?

Ahh, let me tell ya somethin'. I'm glad you asked that. You know, that's why I like television. TV made me

look so good. I tell you, I drive my car, if it stop, I'm leavin' it! I'm not gonna be raisin' the hood or nothin'. I'm gonna call somebody and tell you where I left it.

I don't do that fixin' stuff. My car had a flat, I left it. I don't go there, 'cos I don't know what I'm lookin' for - I don't. In fact, as we speak, someone's mendin' my fridge!

Are you as scared of flying as your character (BA Baracus) was in The A-Team? Do you need to be knocked out?

Yeah. I mean, I'm not afraid to fly, but I don't like to fly. I just don't like confined areas. Y'see now, if I could roll the window down in the aeroplane and stick my arm out like I do in my car, it would be alright, y'know!

Did you and the actors of Face, Hannibal and Murdoch all get on in real life?

Yeah man, we were pretty close. As a matter of fact, me, Face and Murdoch met last year. We had to talk because we had heard rumours that they were talkin' 'bout makin' an *A-Team* without us! I pity them! I pity that producer! I pity the actor that try to play Mr T! I come by your house and break both your legs!

Nobody would have watched it if you hadn't been in it...

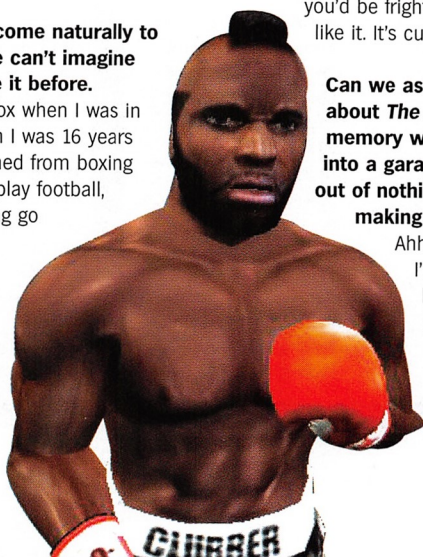
Y'know, I would round up all of my support, all of my fans worldwide and we'd make up signs saying, "Down with the Producer who tryin' to do *The A-Team* without Mr T!"

You're clearly a big strong man, Mr T. What's it like having the reputation of 'The Toughest Man In The World'?

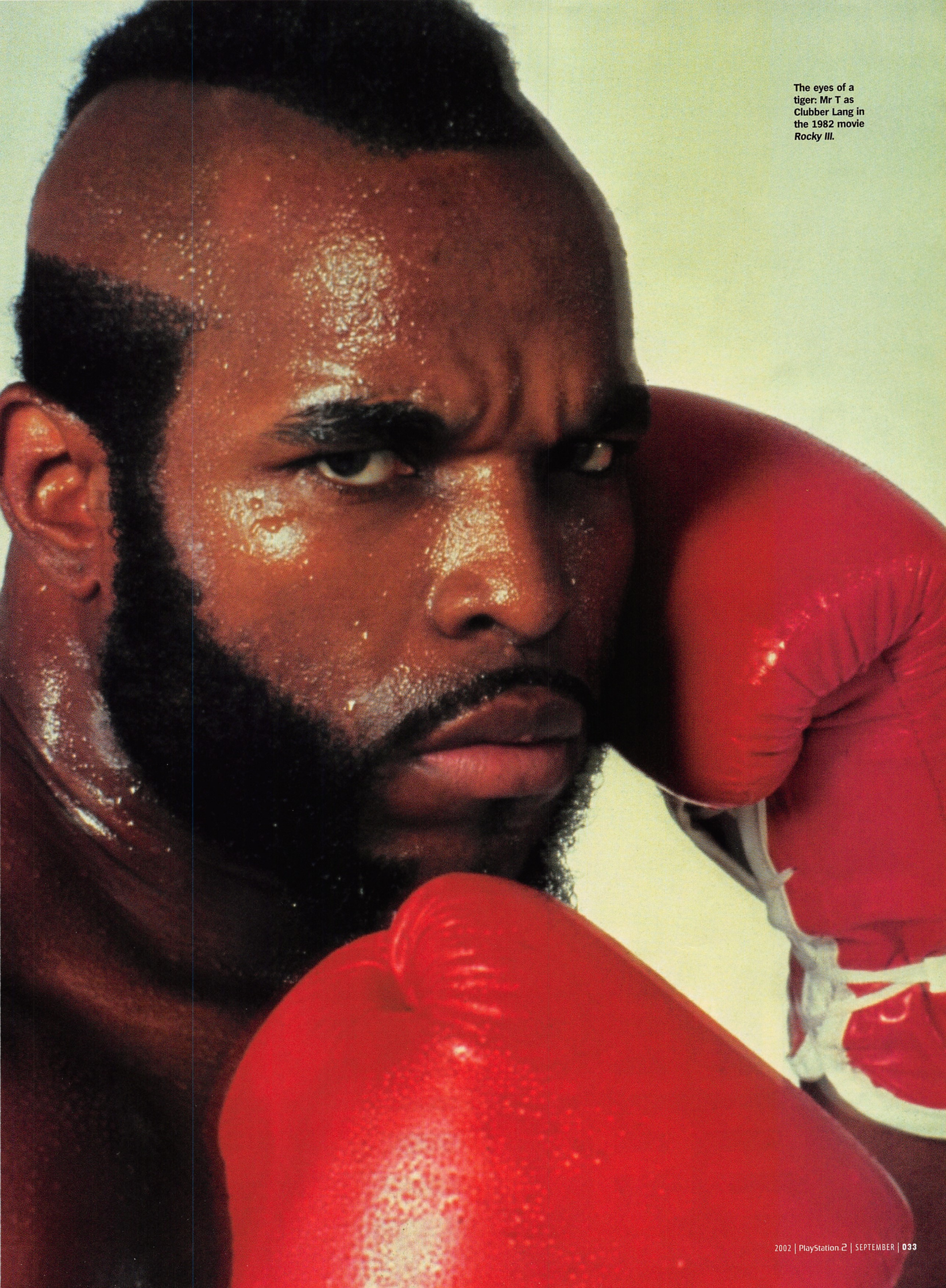
It's the kind of title where sometimes people ask, "Hey Mr T, can you beat Mike Tyson?" I say, "No, I can't beat Mike Tyson." I use that title as the toughest tough guy in the world when I go to the hospital to visit the kids. I wanna give them that tough juice.

And I'm gonna tell you, after I give them that juice and I go to my car, I'll be cryin' and I'll be prayin' to God that I hope I gave him the right words to say. I pray to God that he won't let me break down in front of the kids. Not that I'm a sissy or somethin', because I have cried in front of kids, but that don't make me less of a man. My toughness is not a dirty toughness. I'm not rude, y'know, I'm not a mean guy, toughness just means that I'm durable, that I can last a long time. □

*Rocky will be released by Rage by Christmas.



Mr T on his likeness in the *Rocky* game: "It's cute!"



The eyes of a tiger: Mr T as Clubber Lang in the 1982 movie Rocky III.



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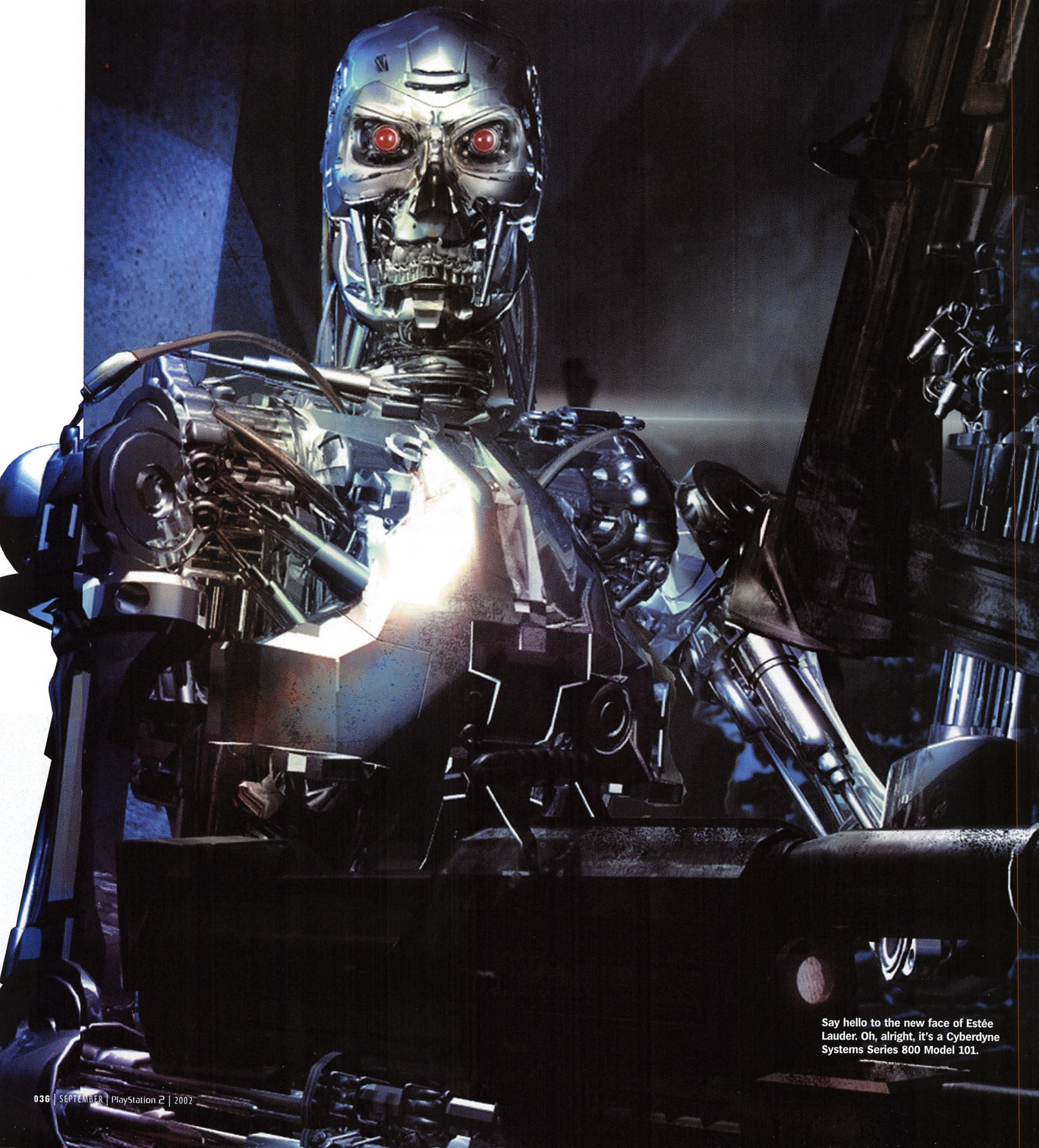
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TERMINATOR

TEXT: PAUL FITZPATRICK

COME WITH ME...

True to his few words, the Terminator is back, but this time the fight is in the scorched aftermath of Judgement Day. *OPS2* travelled to a pre-apocalyptic Dallas to visit Paradigm Entertainment, the developer of *Terminator: Dawn of Fate*.



Say hello to the new face of Estée Lauder. Oh, alright, it's a Cyberdyne Systems Series 800 Model 101.



- 1 Catherine Luna, friend and ally.
- 2 You don't want to be this close.
- 3 Time bubbles spawn trouble.



"The future's not set..." If you believe the clipped Austrian tones of the Cyberdyne Systems Series 800 Model 101 in *Terminator 2: Judgement Day*, the SkyNet military computer responsible for flash frying humanity and starting the age of the machines became self aware almost five years ago. 2.14am on 29 August 1997 to be precise. Which would suggest that, potential temporal leapfrogging aside, the prophetic force of James Cameron's nightmare vision has well and truly passed its sell-by date. Still, as *OPS2* looks out of its 14th floor hotel room window at the crawling traffic on the Lyndon B Johnson Freeway below, it's all too easy to conjure up the heat-hazed shots of gridlock that open *Terminator 2*. And it's all too easy to feel that its doomsday version of human future history is easily as relevant now as it was way back in 1984.

Hollywood obviously thinks so. With *T3: Rise of the Machines* currently shooting in more ways than one (see He'll Be Back) it seems that the franchise that turned Arnie into the Hollywood hardman of a generation is as hard to stop as its metal endoskeletoned star. A fact that's not lost on publisher Infogrames, nor on Paradigm Entertainment, developer of the upcoming game *Terminator: Dawn of Fate*.

Before your eyes roll back into their sockets at the prospect of yet another ill-conceived movie tie-in, take a deep breath and put that Uzi 9mm away. The game currently being assembled by the people behind the eminently enjoyable *Spyhunter* is no such thing. *Dawn of Fate* was conceived before *T3* was even a green-lit twinkle in the producer's eye. Instead, it makes a virtue of its limited but hard won access to the franchise to forge a prequel to the original *Terminator*. And in doing so, it's taken the war against the machines where fans have wanted it to go for years – into the scorched future.

It's taken the war against machines where fans have wanted it to go for years – into the scorched future.

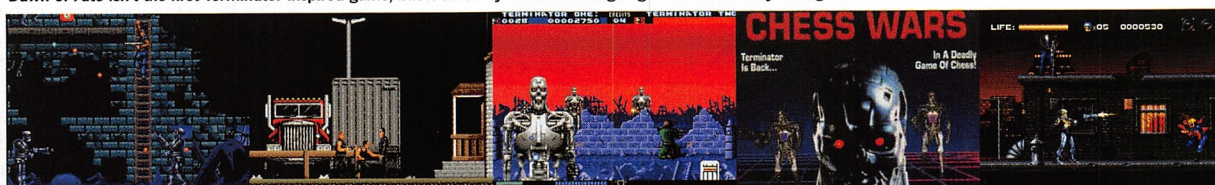
The year is 2027 and SkyNet's robots continue to hunt the human survivors of Judgement Day with ruthless efficiency. However, under the leadership of John Connor, a highly organised resistance group called Tech Com is taking the fight to the machines. *Dawn of Fate* opens with Connor discovering SkyNet's plan to send a killer back in time to kill Sarah, his mother, subsequently erasing him from history and breaking the survivors' spirit for good. What happens next will be no surprise to fans of the movies, even though it has never been portrayed on celluloid. Tech Com must locate SkyNet's time travel device and send Kyle Reese, soldier and unwitting father of Connor, back to 1984. So what was essentially a line or two of back story on the big screen, becomes the ultimate objective in *Dawn of Fate*.

NERVES OF STEEL

But enough of the narrative 'skin' of the game. What about the nuts and bolts lying beneath? *Dawn of Fate* is a third-person action title, pure and simple. You will find what the development team refer to as "mild physical puzzles" (pull lever A to open door B while Terminators C through Z try to tear you a new wormhole) but other than that, kicking shiny metal ass is the order of the day. And despite what the grungy environments may suggest, this is not a game where stealth will win the day, or even a second's respite. T800 Infiltrators don't do stealth. What they are pretty adept at is relentless assault. A fact that becomes painfully clear from the game's opening level where you, playing as Kyle

PLAYING WITH THE FUTURE

Dawn of Fate isn't the first *Terminator*-inspired game, but it certainly looks like it's going to be the best by a long chalk.



The Terminator
(Sega Genesis, Sega Game Gear, NES, SNES) 1990
Side-scrolling shooter that really underlined just how far technology had to go to meet James Cameron's dark vision.

Terminator 2: Judgement Day
(Sega Genesis, NES) 1991
Kind of similar to *The Terminator* game but with a '2' on the end. Not great but hardly the end of the world either. As it were.

Terminator 2: The Arcade Game
(Coin-op, SNES, Sega Genesis, Sega Game Gear, PC) 1992
Surprisingly addictive, nerve-shredding lightgun game with endless endoskeletons marching relentlessly on your position.

Terminator 2: Judgement Day. Chess Wars (PC) 1993
"Why don't we take the ultimate action movie of the last 20 years and turn it into a turgid board game?" No, no, no, no, no.

RoboCop Vs Terminator
(Sega Genesis, SNES) 1994
Two franchises collide with the sound of scraping metal. We can only assume it seemed like a good idea at the time.

TERMINATOR

Q&A



ARE YOU DAVE GATCHEL?

We hunted down the CEO of Paradigm Entertainment and peppered him with questions.

How is *Dawn Of Fate* coming along?

It's at that crazy point, when you're trying to get everything done and shipped. That's the part of it I like. The team's working very hard. Actually, we had a focus group last night. So now we're going to look at integrating some of the feedback we got.

Did any of the comments surprise you?

It's pretty much what we expected. I think one of the big challenges in this game has been the camera work. And that's still something that we're tweaking and trying to work on. We're really trying to perfect it. One of the things that sets this game apart is that it's based on a movie. We really want to get that cinematic feel to it.

Is working with such a well known licence a mixed blessing?

There are restrictions and there are certain things I like about it. *Terminator* is a fairly old licence. But it's surprising how many people know about that universe. Even 12 and 13-year-olds have seen the movies. With this particular T1 deal, we were restricted as far as what we could use for likenesses of people, but we were unrestricted on what we could add to the game. So it gave us the opportunity to create our own intellectual property (new Terminators for example). So no matter what happens with the licence, Infogrames now has properties that we can develop. We've got characters and a storyline in the game so we can grow that. It is a mixed

blessing, but I think we have really tried to take advantage of the restrictions.

Has James Cameron seen the game?

No, not yet. T3's started filming and Cameron's not involved, so I'm not really sure what his connection is with the licence any more. It would be interesting to get some feedback from him and see what he thinks.

Looking at the game, what gives you the biggest buzz right now?

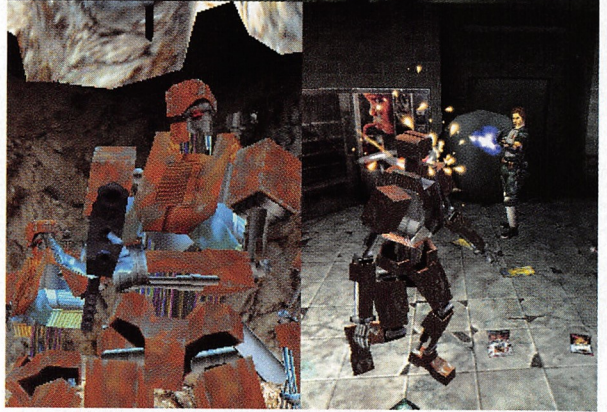
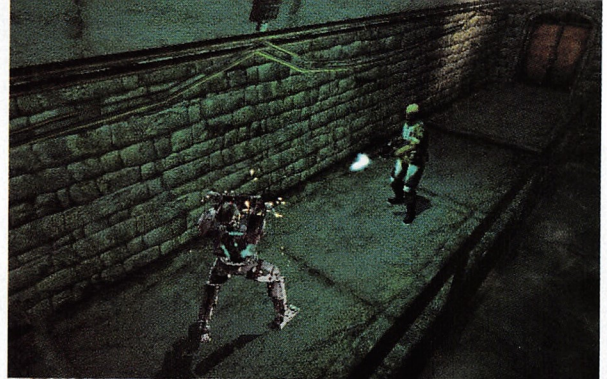
One of the things I like the most is some of the lighting, the edited lighting with some of the weapons and how it highlights the rooms. I think it's really quite cool. Some of the automatic shadowing, too. It's got the potential to make a big impact.

Do you see *Dawn of Fate* as a typical Paradigm game?

From most people's perspective, when they think of Paradigm they mostly think of driving games such as *MX Rider* and *Spyhunter*. From that perspective I'd say no. But there are certain standards and a level of quality coming out of this building that people have come to expect that from the dev teams at Paradigm. So from that standpoint I'd say it is a typical game for us to make. It's going to be a good game. It's going to play well, and our track record attests to that. So in terms of quality, *Terminator* is typical.



1 The game's lighting is superb.



1 Infiltrators don't kill alone. Prepare to be very busy surviving.
2 Paradigm has been free to invent precursors to the T800.
3 Terminators can take serious damage before going down.

HE'LL BE BACK

With *Dawn of Fate* nearing completion, more Terminators are being sent to the not too distant future. Brace yourself.

Terminator 3:

Rise of the Machines

Director: Jonathan Mostow
So James Cameron isn't going to be involved after all, but T3 is already lensing in the States and the cast suggests this won't be the poor cousin in the franchise. Arnold Schwarzenegger, Linda Hamilton and Michael Biehn will all return in a story that happens ten years after the events of T2. SkyNet sends a female Terminator back in time to kill a now adult John Connor. The T-X has the ability to control any machinery to aid her in her mission. Who's going to stop her? You guessed it. Arnie is the new model T800, sent after her by Connor's future self. Well, if the formula ain't broke...

Terminator 4

Director: Not confirmed
It seems the future production of T4 is part and parcel of the T3 deal. It's envisioned that the events of T4 will follow on directly from the end of T3 and will take the franchise into SkyNet's post-apocalyptic future. Details of the plot are scarce, but it has been said that Schwarzenegger could well play both the evil T800 and the good human on which its likeness was based.

Reese, have to escort Connor to safety after Terminators infiltrate Tech Com's base of operations. Armed initially with an automatic pistol and an electrified baton for hand-to-hand combat you make your way towards the surface past wounded and dying comrades. By the time you see the first wave of T400s marching your way, there's a palpable tension to the proceedings. And that's before they start materialising right beside you. That's right. Paradigm has borrowed the time-travel bubble effect from the movies to allow the Terminators to transport directly into battles throughout the game's 11 sprawling missions just when you think you're evening the odds. And with 15 different types of robotic and cyborg adversary to tackle, you never know quite what's going to appear next.

SOLDIERING ON

Indeed, credit is due to Paradigm for making a virtue of a licence that only allows it to plunder the universe of the first *Terminator* film. With the Hunter Killer tanks and the T800 marking the extent of SkyNet's designs available to Paradigm, the developer has gone about using cues and brief details from the 1984 film as a springboard for its imaginations. You'll come face to face with retroactive versions of the earlier designs from the *Terminator* films. SkyNet itself has been given a physical location in a facility modelled on the US Strategic Command's very real NORAD base, dug deep in the Colorado Mountains. In *Dawn of Fate*, you will go there. 'Perry', a man indicated by Kyle Reese as his commanding officer becomes Captain Justin Perry, one of the game's three playable characters, alongside Reese (of course) and a Special Ops officer by the name of Catherine Luna. There's even an enemy faction of humans who have cut a deal with SkyNet to become cyborg foot soldiers in return for better living conditions. They're called the Initiates, and you'll be seeing a lot of them as *DOF*'s plot unfolds. And last, but by no means least, there's the futuristic weaponry. First glimpsed at in *The Terminator's* opening scenes, this is now a reality for gamers.

Futuristic weaponry, first glimpsed at in *The Terminator's* opening scenes, is now a reality for gamers.

Aside from the default pistol and baton, your ongoing mission will get you acquainted with 18 additional pieces of future-flavoured offensive weaponry. These include The T800's favourite – the Plasma Rifle with a 40-watt range – plus rocket launchers, fixed-gun emplacements and a weapon so secret that the development team will only whisper its name: The Multicaster. We look forward to seeing that in action, especially judging by the excited smirks on the faces of the designers.

Still, no matter how well tooled-up you are, there will be occasions when the SkyNet's army will be bearing down on you and you'll think it's all finally over. Enter the Berserker mode. This represents an enhanced, adrenalinised fighting mode that's built up by particularly impressive and bold combat. Shoot a T400 with a sniper round from another time zone and you'll gain a few Berserker mode points. Run screaming at the same Terminator armed with only your baton before decapitating it and using its CPU chip to pick your teeth, however... So maybe that's a slight exaggeration, but the equation is simple. Take risks and the Berserker mode will boost your accuracy and speed in battle.

Another incentive to be an efficient soldier comes in the form of a medal system that rewards skill in missions with a host of bonus items in and outside of the game action. So as well as unlocking movies, cheats, character skins and over 20 other goodies, you can also 'buy' health, ammunition and so on. Given *Dawn of Fate's* largely unchanging shoot-'em-up leanings, this kind of incentive has to be a good thing.

HASTA LA VISTA? MAYBE

So does *Terminator: Dawn of Fate* have a future beyond its big screen mythology? First impressions are mixed. The developer has been working very hard to give this videogame prequel an identity of its own while retaining the cinematic design and feel of the franchise. The plot, imaginative Terminator design and canny expansion on ideas only sketched out in the films attest to this commitment. However, in an action title with hordes of enemy units, you can't afford to give each Terminator the terrifying, unstoppable force of its big screen analogue. And, as enjoyable and tense as it is standing in Kyle Reese's boots facing waves of enemies, it's hard not to fantasise about what *DOF* could be like with fewer, tougher adversaries – or even playing as a Terminator. Still, as Sarah Connor says, "There's no fate but the one we make." And *Dawn of Fate* certainly has the makings of a superior action game. If only we had access to a time machine... □



1 Sometimes hand-to-hand combat is the only way to scrap the enemy.
2 Tech Com soldiers are often on hand to assist you in tight corners.
3. The first sight of the airborne Hunter Killer is chilling to say the least.



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TEXT: PAUL FITZPATRICK/PHOTOGRAPHY: MARTIN BURTON

'SNEAK, SNIPE, STRANGULATE'

Are you fed up with true blue action heroes and moral simplicity in movies and videogames? Danish developer IO Interactive was, and the supremely dark world of *Hitman* was its answer. Now the sequel, *Hitman 2: Silent Assassin*, is coming to PS2. OPS2 went to Copenhagen to see the world's first 'Armani' game.

Meet Agent 47: the result of a genetic experiment to create the perfect assassin.

HITMAN 2

With a five o'clock shadow, we've got to be in Sicily.

Agent 47 wonders if the stealth element of his mission has been compromised.



Gun, gun, sodding big gun and chloroform. Agent 47's tool kit provides a host of ways to neutralise enemy targets.



OPS2 went to Denmark to chat with Jens Peter Kurup about the new *Hitman* game. A polite, well-groomed fellow, and generous conversationalist, he's the kind of person you'd expect to see helping old ladies across the road, or signing petitions for Amnesty International on his way to the recycling bins. He is *not* the type of guy you'd imagine being embroiled in the morally ambiguous world of international contract killing. Certainly not. No sir. And yet, as Lead Animator at Io Interactive, the developer of *Hitman* and now *Hitman 2: Silent Assassin*, that's exactly what his waking hours are currently filled with. For him, a 9 Iron isn't just a golf club, it's an offensive weapon, and the perfect condiment for sushi isn't wasabi. It's cyanide. They do say it's the quiet ones you have to watch out for. And now we see what they mean.

Two years ago, *Hitman: Codename 47* burst (or is that snuck?) onto the PC gaming scene and made a name for newly formed developer Io Interactive. Following the exploits of a genetically 'grown' assassin known only as Agent 47 this stylish, third-person title was a refreshingly dark and cerebral infiltration into the professional life of a hired killer. It was a world where reconnaissance was almost always as important as the jobs that followed it. A game where enemy AI was damn smart, and you'd better be, too, if you had any intention of seeing pay day and your next mission. And all of this experienced through the eyes of an expert in non-voluntary euthanasia.

Agent 47 was originally conceived by artists as a wiry figure with a full head of hair and a monocle, but thankfully, this prototype was abandoned in favour of his current iconic look – sharp-suited, bald as a laminated coot, with a cold, but haunted expression in his eyes and a barcode tattooed at the base of his skull. These latter elements perfectly reflect his motivating drive: to discover his origins.

Not surprisingly, *Hitman* was well received by the mouse-gripping, beige box community, and plans for a sequel were set in motion. Of course, *Hitman 2* would come to the PC, but Io was very keen that this time the franchise wouldn't stop there.

It would introduce the most famous assassin since Leon to the next-gen console age.

Time to fire the game up. And while that's happening, we should find out where Agent 47 has been residing for the last two

years. Kurup gets into Jackanory mode. "For a

number of years (after the first game) Agent 47 disappears. He seeks refuge in a monastery in Sicily.

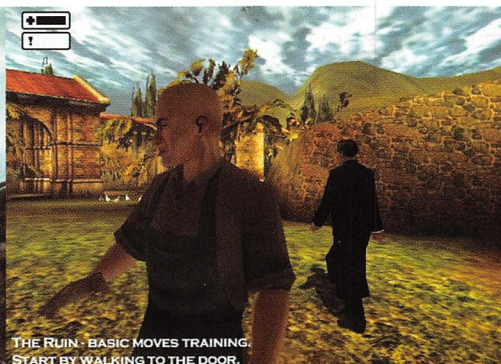
There's a priest in the monastery called Father Vittorio who somehow knows a bit about Agent 47 and allows him to stay and tend the gardens. But Father Vittorio is kidnapped by goons from the local Mafia, and from then on everything changes. Agent 47 goes to the basement, dusts off his arsenal and the game begins."

IO INTERACTIVE ON... PERFECTING ENEMY AI

"AI takes a lot of work. In the beginning we had quite a lot of 'soggy logic' to allow characters to evaluate you. 'Have I seen you before?' 'Where are you going?' That was pretty cool, but it wasn't entirely desirable. You couldn't say 'This will happen each time'. Now that could be seen as a good thing, but it's not. You need to have steady rules for how things happen. The AI has to be able to adapt to a sneak approach, a thinking approach and a head-on approach."

IO INTERACTIVE ON... GAME CONTROLS

"Initially we did some great controls which nobody could pick up! In *Hitman 2* you can do a lot of things, and some of them are different from other games. When we first created the perfect *Hitman* controls they were a little different from what people were used to. So we looked at FPS controls and found the PS2 standard and then got as close to that as possible."



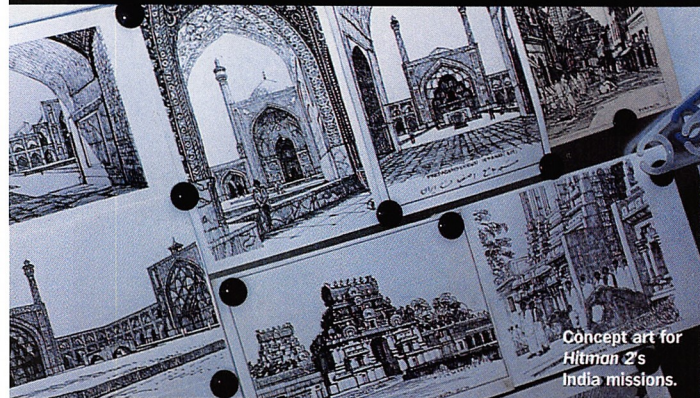
THE RUIN - BASIC MOVES TRAINING. START BY WALKING TO THE DOOR.



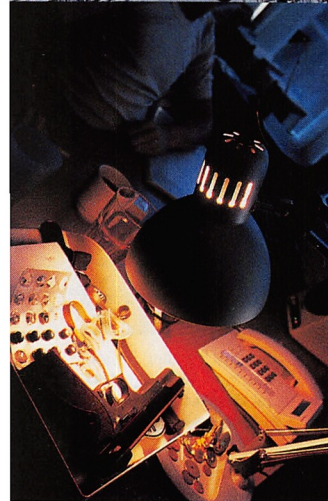
When the game begins, you've retired from contract killing to become a gardener. 'Can't see that lasting long, can you?'

Darkness is your ally but be warned, you can be surprised too.

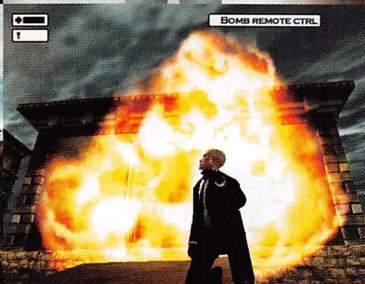
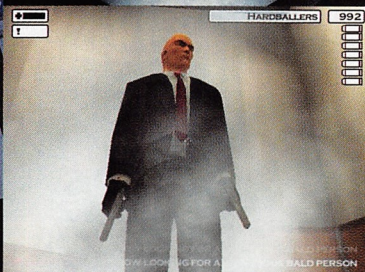
HITMAN 2



Concept art for *Hitman 2*'s India missions.



Handgun in the in-tray? All in a day's work for staff at IO Interactive.



Barbara Bernad, Peter Fleckenstein and Jens Peter Kurup from IO Interactive.

IO Interactive's new Glacier engine really gives *Hitman 2*'s graphics a stylish sheen.

So, will this game have a single overall mission rather than specific assassination 'jobs'? Perhaps with a spot of weeding thrown in for good measure? Not exactly. "When Vittorio is kidnapped, 47 asks the agency [his former employer] for information. Everybody thinks he's dead, so he's become a legend, like Keyser Soze in *The Usual Suspects*. And that scare factor makes him even more valuable as a hitman. So your first mission is to pay the agency for the information they've given you. You get money, which you then use to track down Father Vittorio. Then he fades from the story for a while, but you return to him eventually, because the kidnap isn't just something that happened by accident..."

The training mission – set in the monastery grounds where 47 has his humble home (a garden shed) and where he returns between assignments – gives an early taste of IO's new proprietary engine, known as Glacier. And it looks gorgeous. OPS2's wide eyes do not go unnoticed. "Technically, it's much more powerful than the first engine. On some of the levels we're getting very close to what's possible to push through the PS2." The lighting is perhaps the most visually arresting characteristic of IO's new tool. As 47 walks through the

monastery chapel under the stained glass windows, he's dappled by splinters of coloured light. It's almost enough to make you forget what you're here to do. At least until you pick a lock on an outbuilding and stumble across a walk-in arsenal. There, covering every inch of wall space are hooks and racks for just about every hand-held weapon known to man. This is where 47 will store all of the tools of the trade. For now, this is limited to a fibre wire garrotte and a few guns, but as you progress through the game and 'collect' trophies, this number will grow. The hitman's targets better start praying.

The key to the game's appeal is just how open-ended the 21 missions are. It's perfectly possible, we are told, to complete each of the assignments in several different ways. Take the first of these: The target, as shown in a reconnaissance video prefacing the 'hit', is a

Mafia Don. You can opt to plough into his villa compound with all guns blazing and succeed. But it won't be easy. Not least because *Hitman 2* doesn't 'do' bacon-saving med packs. "That's too computer game," explains JP with a smile, before demonstrating how a professional does it.

Spying a flower deliveryman heading towards the gates, 47 follows the poor guy, and as he's taking a leak, unceremoniously strangles him. He takes his clothes and grabs the bouquet, and approaches the guard hut in disguise. An on-screen attention meter flickers as 47 is searched, but no weapons are found and he's allowed in. From here, the hitman gains access to the Don's house. Peeking through a keyhole he sees a lone guard, enters and before the alarm is raised, strangles him, too. Now 47's got a gun. Changing clothes again he walks upstairs to find the Don practising his golf swing on the balcony. In an instant, the club is in the hitman's hands and he's teeing off with Don deadmeat's head. With impeccable physics, the body falls from the balcony – it's now time to exit the scene as quietly as you arrived.

This is typical of *Hitman 2*'s strategic approach to missions. Apparently, there's a food delivery to the same villa in which you hide a gun, infiltrate the kitchens, recover the gun and complete your mission.

There are other options of course, but that's for the finished game.

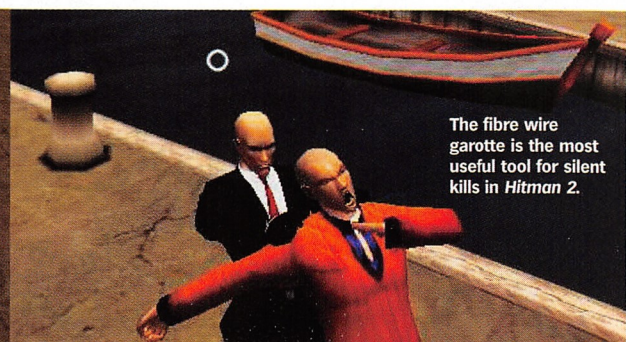
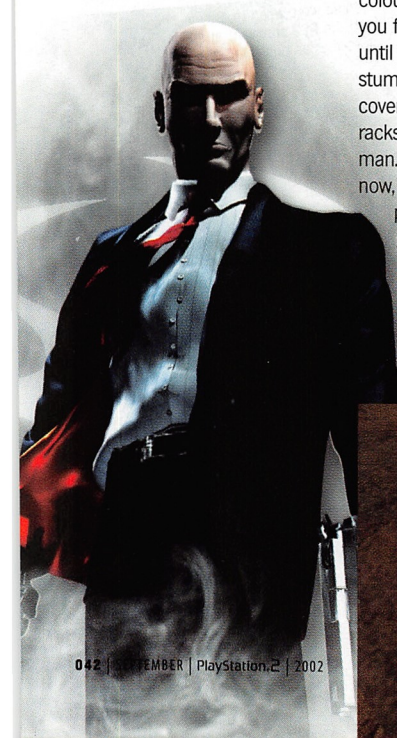
IO INTERACTIVE ON... GAME SAVES

"Typically you will have five or eight saves per level. They are long levels. Unless you are going to sneak your way through, you won't need to save as much. Some of the levels are very, very big. We're not scared of letting people walk for a boring minute before they get to a place. That's okay. We don't want things to be laid out so much."

With so many possible routes to success, the developers reckon there's getting on for 40 to 50 hours' worth of gameplay spread across missions based in countries as far removed as India and Japan. That is, providing you live that long. And while the finishing touches are made to

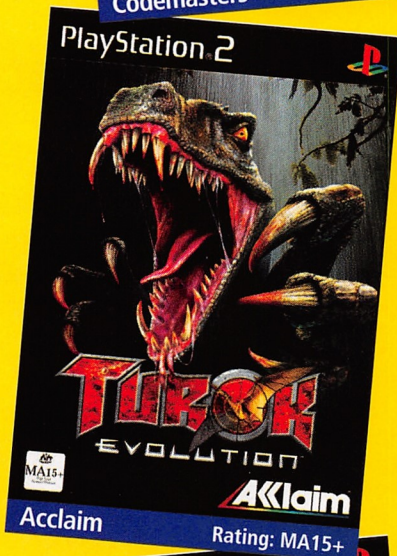
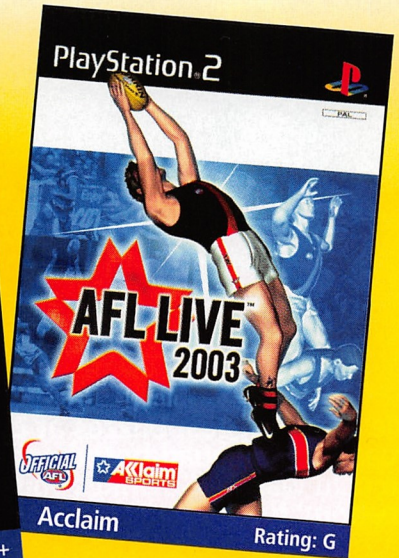
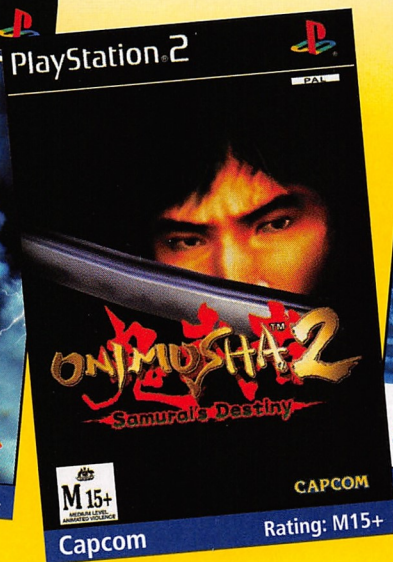
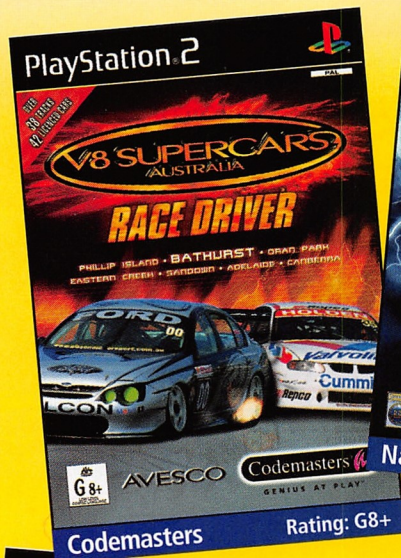
Hitman 2: Silent Assassin ahead of its September release, thoughts are already turning to the future and

Hitman 3. Kurup won't be drawn on the details of that, but when OPS2 mentions the word 'online', there's a definite spike of interest. "It's not going to be deathmatch. It needs special treatment." All that remains is to ask is who Kurup would hire Agent 47 to 'visit' if he could. There's a pause, and then, with Denmark's World Cup match against France the next day in mind, he replies, "Maybe Zinedine Zidane. Just a shot in the leg." The following day on the flight home, the Captain announces that Denmark have won. But that's just a coincidence. Right? □



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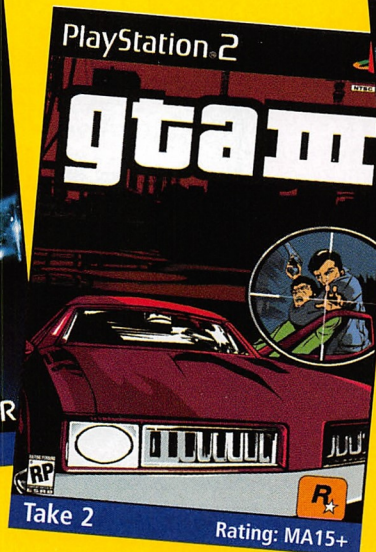
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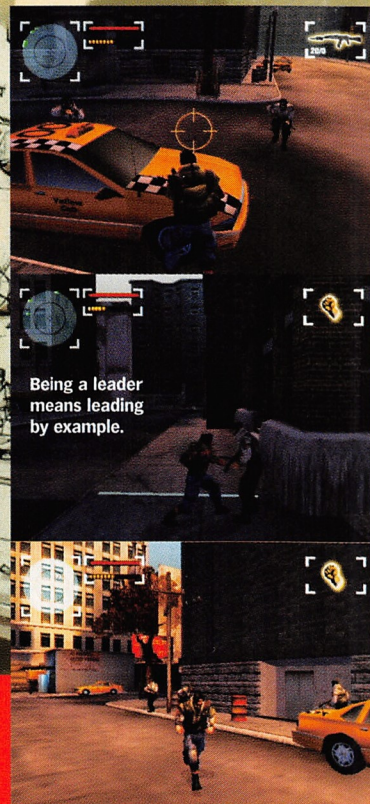
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Some exclusions may apply.
See staff for details & latest release dates.



New York under the
Ruskies looks rough.

BETTER DEAD THAN RED



Being a leader
means leading
by example.

One of the biggest buzzes at E3 this year was focused on a surprise new title. An arcade-style, squad-based game set in an alternate world where the Soviet Union won the cold war. OPS2 brings you this exclusive first look at lo Interactive's other title *Freedom: the Battle for Liberty Island*.



lo Interactive is a developer of two halves. While one chunk of the workforce is beaver away on the dark, strategic and stealthy *Hitman 2: Silent Assassin*, the other is slaving over red-hot workstations on a game that's about as subtle as a pickpocket with a baseball bat. *Freedom: The Battle For Liberty Island* makes use of the developer's new Glacier engine to conjure up a tongue in cheek urban adventure.

The game is a third-person, squad-based action title that casts the player as a blue-collar nobody living and working in the city of New York. In this alternate reality, the Cold War has been won by the Soviet Union. The Russian army has invaded NYC and they've painted the town red. And not in a good way. Disillusioned, and more to the point, royally pissed at this abuse of an American's right to be free, the player must fight back.

The story is told in eight chapters, following the changing seasons and the gradual, physical deterioration of the Big Apple. The player's overall task is to reclaim areas of the city, fighting the good fight from an underground hideout with an arsenal of ever-improving weaponry. However, this is a battle that can't be fought alone. Engaging the Soviet invaders in guerilla warfare, the player has the chance to rise through the ranks of the underground, from lone gunman to respected resistance leader. Success depends not only on combat skills and resource management, but on the player's ability to recruit and lead New Yorkers against the massed ranks of the enemy.

Despite complex game design, *Freedom: The Battle For Liberty Island* avoids cumbersome PC-style controls. Squad commands are simple, confined to 'Call', 'Advance' and 'Abandon'. But they can also be adapted depending on the situation. Tap the 'Call' button and individual freedom fighters can be

selected. Hold the same button down and, provided your character has enough charismatic charm, every able bodied ally in earshot will come a-running. Hit 'Advance' and friendly units will either move ahead or, if there are enemy units in the vicinity, attack with everything they've got. 'Abandon' meanwhile allows fighters to scout ahead and to assess risks without exposing the main group to danger.

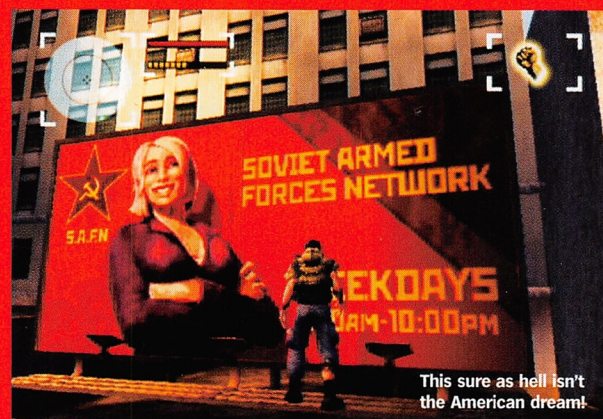
This streamlined system allows for fast-paced, strategic action, even in the midst of battle. A radar system not only shows the location, but also the health status of any men under the player's command. While each of the seven available weapons (including a shotgun, magnum pistol, rocket launcher and a fictional big brother to the AK-47 rifle called the AK-74) has a simplified targeting system and a manually adjusted, first-person zoom. They're all vital elements, especially when there are Soviet assault choppers, mobile artillery and fixed gun emplacements to contend with.

Freedom not only looks but plays very nicely indeed. With our Cold War bloodlust momentarily satisfied by a hands-on sortie, we spoke to Martin K Guldback, the game's Lead Designer.

Where the idea for *Freedom* come from?

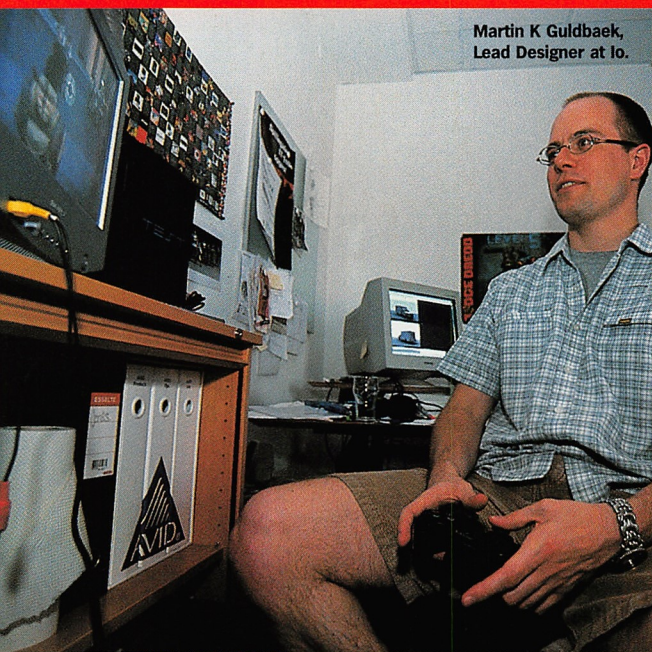
It began with all the guys who were on the original *Hitman* team. We all just sat down together and said: "What would be a great game to make?" It was very chaotic to begin with. We had all these crazy ideas and put them all together. We thought it would be great to have something happening in a big city. We spoke to EA and they wanted it

**The Russian army has
invaded NYC and painted
the town red. And
not in a good way**

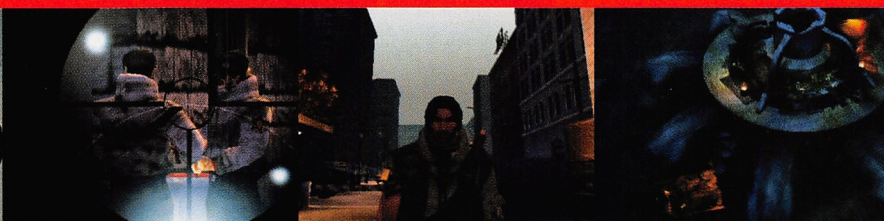


This sure as hell isn't
the American dream!

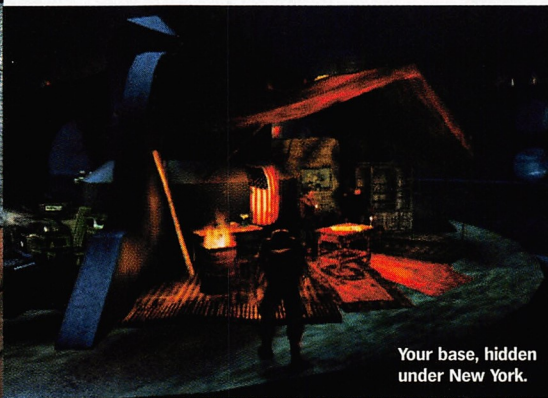
FREEDOM: LIBERTY ISLAND



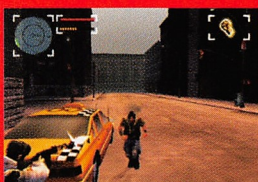
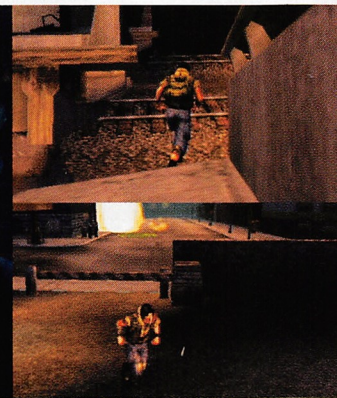
Martin K Guldback,
Lead Designer at Io.



Freedom puts you in charge of a growing resistance against the communist takeover of Manhattan.



Your base, hidden
under New York.



RAISING THE STANDARD

Along with a huge single-player game, *Freedom: the Battle for Liberty Island* is set to come with two Multiplayer modes, Sabotage and King Of The Hill.

Sabotage pits two teams (of one or two players) against each other, with one defending a fortified position, and the other doing its best to undermine and topple the enemy by fair means or foul. King of the Hill is the standard 'Capture The Flag' multiplayer mode with a new twist. Each area has one main facility with the main flag on it, but there are also a series of smaller buildings each with its own flag dotted around the compound. If you want you can try and capture the main flag from the get go. However, with each small flag you seize you collect a small number of freedom fighters to help you in battle. The question is, do you rush to victory and risk being overwhelmed by enemy grunts, or build up a squad and risk running out of time? Should be fun.

You are actually a plumber, just like Mario! You also have to jump and climb a lot.

to be set in New York. It sounds very strange now, but at the time [about a year ago] we thought it would be good to have big skyscrapers collapsing in New York because that would just never happen. The final level should have been set in the World Trade Center and you would have fought your way to the top while helicopters and fighter planes cruised around you.

Obviously a lot has changed since the September 11 attacks. Tell us about the game's premise.

It's set in New York in an alternate timeline, but much like today. The brief story is that the Soviets achieved world domination just after the Second World War. They're sitting on all of Europe, most of Africa, South America and finally they invade Canada and North America. You are this typical, stand up hero, stuck right in the middle. You don't want any part of it, but you're dragged into action. Gradually, you become the leader of the resistance, and start to look more and more like a hero. You're actually a plumber, just like Mario! You also have to jump and climb a lot. Sort of like Mario, but more realistic! But equally it's not a sim like *Ghost Recon*. Not at all. It's pure fun.

Can you explain the role of Charisma Points in the game?

These are what you need to recruit freedom fighters in the streets. You'll find them just hanging around, waiting for someone to lead them. At the beginning you don't have any Charisma at all. You can go up to a freedom fighter and say: "Follow me!" He'll go, "Yeah, right." So you have to gain Charisma Points.

To do this, you go into a besieged police station, sneak in, shoot a couple of soldiers and rescue Isabella.

She's the character who will give you clues throughout the game. This will give you Charisma Points. The guys who wouldn't follow you before, will now. You can command them and they will help you fight. A lot of them will probably die, and when they do, you lose Points. There are a lot of ways to get CPs back. One objective is to deal with wounded Soviet defectors. If you give them medicine, they will follow you. But you also get points if you kill them, because you get Points from the bodycount.

How is the game structured?

We wanted to create gameplay that wasn't linear. So what we did with the game's chapters was to divide them into sections. You have to go all the way through the game to follow a narrative that we've put in. But we've also divided the city of New York into different zones. You have to take a zone in order to advance, how you take them is up to you.

So what do you have to do in each zone?

There is a primary target in every zone. And you know at the beginning of the game what this target is. It could be an old hotel, or a post office, police station, fire station, whatever. You need to take it back

from Soviet control. Then there are secondary targets that make it very difficult to go in and achieve your primary objective. A helicopter refuelling station, for example. There are helicopters constantly flying around the zone and this makes it almost impossible to reach your main target. You might think you want to get rid of the helicopters before you proceed. Another player might want to go into this zone and take out some bridges because he's discovered that they make it possible for trucks to keep the other zones filled with reinforcements. So every player can choose to play the game in their own way.

Isn't there a danger some players won't realise what the secondary targets in a particular zone are?

Of course. Some players will discover the secondary objectives for themselves very quickly, so we allow them to. Others won't get it so fast, and they may even become annoyed. But if you play for a long period of time, characters pop up, or come out of alleys and say: "You should really go down to the harbour and check out this big ship that's unloading tanks." The important thing for us is that people can just pick up the game and play it at any level.

So how do you clear a city zone?

The Primary Target is always an installation where there is a flag pole. Flying from this pole is the Hammer and Sickle Soviet flag. You have to go up, take it down and get the Stars and Stripes flying. By hoisting the flag, freedom fighters in the area will automatically come to your position on the roof. And when enough of them get to you, they'll say: "It's okay, we are holding this base." Then you can run back to the underground, where the main bunker is located. Sometimes getting away from the Primary Target is actually harder than getting to it because the Soviets will know you're in the area.

How autonomous are your comrades when you leave them to their own devices?

If I position my men somewhere and leave to go on some other business and a patrol unit of Soviet soldiers comes by they will defend themselves. When I return I could find my own guys dead on the floor, or the Soviet troops.

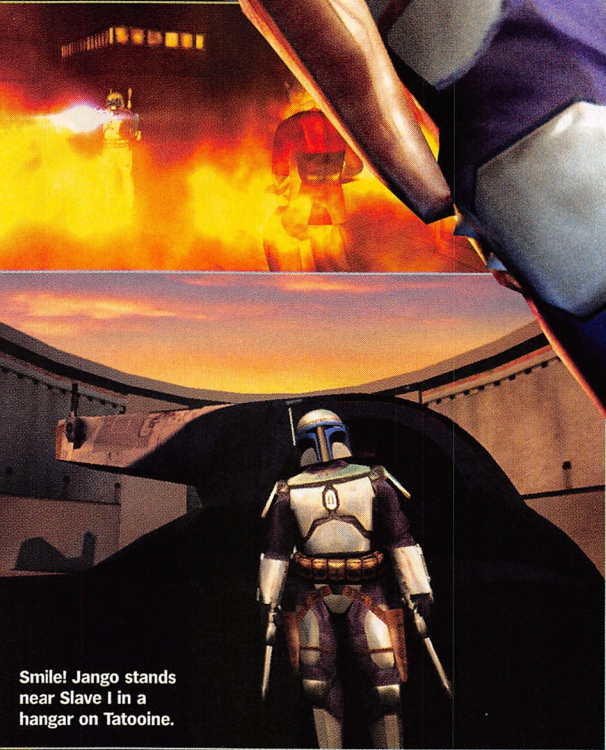
How many people can you command at once?

Right now it's a matter of what you can comprehend, because we can have 50 characters on screen at once. So that could be 30 enemies facing the player and 19 freedom fighters...

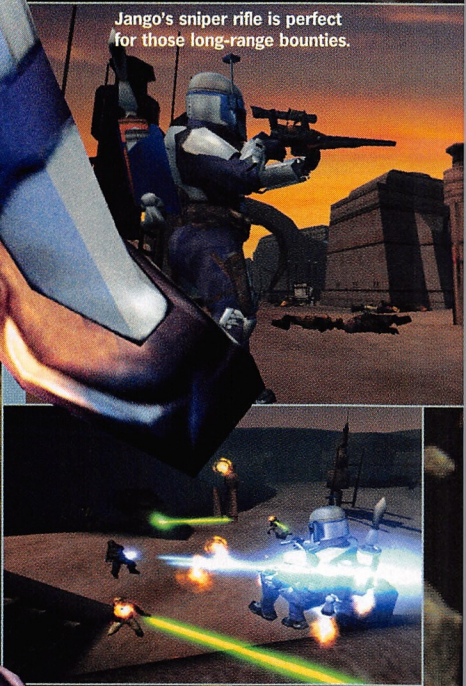
And so, with a tantalising hint from Guldback about a climactic final battle that promises to be like 'the Normandy landings', it looks like *Freedom* is in safe hands. Whether the future of the American way of life shares the same fate, will depend on you this summer. □

STAR WARS

Jango Fett in his full Mandalorian battle armour.



Smile! Jango stands near Slave I in a hangar on Tatooine.



Jango's sniper rifle is perfect for those long-range bounties.

BOUNTY HUNTER
☐ Publisher: Activision
☐ Developer: LucasArts
☐ Release: November
☐ Players: 1

THE CLONE WARS
☐ Publisher: Activision
☐ Developer: Pandemic/LucasArts
☐ Release: November
☐ Players: 1-2

TEXT: KEITH STUART/PHOTOGRAPHY: LUCASFILM/20TH CENTURY FOX

SEND IN THE CLONES

The first *Star Wars* games of the *Episode II* era are here. Fans of bounty hunting and clone war-faring won't be disappointed...

STAR WARS: BOUNTY HUNTER



Unless you are completely immersed in *Star Wars* mythology (and if you were, you wouldn't be reading this, you'd be reading something like 'The Lamproids Of Doom: The Ancient Tatooine Chronicles, Part 24') you probably don't realise how big – how hugely, extraordinarily, frighteningly BIG – the *Star Wars*

universe is. Since the premiere of *Episode IV* back in 1977, there have been countless spin-offs – comics, novels, animated series, movies (does 1984's *Caravan of Courage: An Ewok Adventure* ring any bells?) and TV specials – a huge percentage of which are finely tuned into the official, intricately conceived *Star Wars* chronology.

In addition, of course, videogames have become just as big a part of the sprawling universe. Originally they merely replicated key moments from the movies. Now, as we see with the latest two titles announced at E3, they are being used to expand on the myth and provide background that the big screen adventures have no room to cover. It could be construed as a clever marketing ploy. Want

to know *why* Jango Fett was chosen as the clone daddy? Buy *Star Wars: Bounty Hunter*. Want to know what happens after Yoda exhales the immortal words, "Begun this clone war has"? Play *Star Wars: The Clone Wars*. Indeed, the games are becoming such an integral part of the *Star Wars* machine that, for the first time, all the Lucas film companies are collaborating on *Bounty Hunter*. It boasts sound by Skywalker Sound and CGI sequences by Industrial Light & Magic. Considering the vast amount of CGI used in *Episode II* it seems a natural progression.

Bounty Hunter boasts sound by Skywalker Sound and CGI sequences by Industrial Light & Magic

Star Wars: Bounty Hunter is therefore an immediate prequel to *Episode II*, a third-person action adventure following the career of galactically renowned bounty hunter Jango Fett. The plot works like this: Count Dooku, disturbed by the rise of a dark cult known as the Bando Gora, puts a bounty on the head of the cult's leader – a fallen Jedi named Camari Rose. Your role as Fett is to track the renegade cult leader through 16

different levels, taking various sub-bounties along the way. Every weapon available to Jango in *Episode II* is in the game. The dual pistols, the flame thrower, the poison darts and the iconic backpack rocket



STAR WARS

Q&A

BOUNTY HUNTER JIM BRISBOIS

What sort of role will Zam Wesell play in the game?
Zam Wesell plays an integral role. We wanted to show how her and Jango developed their relationship which is adversarial at first, as they are both going after the same bounty. But they quickly realise that they're in quite a jam and so, reluctantly, they help each other.

What is the story behind Jango's rival Montross?
Montross is a ruthless bounty hunter that Jango has known for some time. Their paths have crossed in the past, and now Montross is after the same prey as Jango. Montross is a cold-blooded killer. He's in it purely for the hunt – and the kill. He's never brought in a bounty alive.

Where do you research the background to the characters, planets, organisations, etc?
It all starts with the films, but also includes all of the books, comics, games, etc. We have a Content Coordinator here at LucasArts who informs us of any pertinent information regarding characters, planets, etc. that we wish to include in the game. He has access to databases that cover everything that's existed in the Star Wars universe. And, as we all know, if it's not in the computer it doesn't exist.

You say you have been heavily influenced by the darker, grungier elements of the Star Wars universe – what specific locations, planets or characters did you have in mind while planning the game?
We started with the look of Episodes IV, V, and VI. We went back to the old Ralph McQuarrie and Joe Johnston images that established that lived-in look that we all loved. Then we looked at a lot of Doug Chiang's work for the new films. These images were great for developing Tatooine and Coruscant. They gave us a great base from which to work in expanding those two particular worlds.

There are over 100 familiar Star Wars creatures in the game – can you give any hints as to who we can expect?
We have characters such as Gamorrean Guards, Jawas, Dugs, Hutts, Twi'leks, Aqualish, Klatoonians, Weequays, and more. We have protocol droids, astromech units, and various other sentry and power droids. As for creatures, you can expect to see dewbacks, rontos, Tatooine scurriers, and one very large dragon...

Does the game give any more insight into the background of the Fett clan?
The game explains the current state of the Mandalorian commandos. We also explain some other aspects of the Fetts, such as how they come into possession of the Slave I and how they come into contact with Jabba the Hutt.



Familiar faces populate the game. Here Jango makes smalltalk with a Jawa.



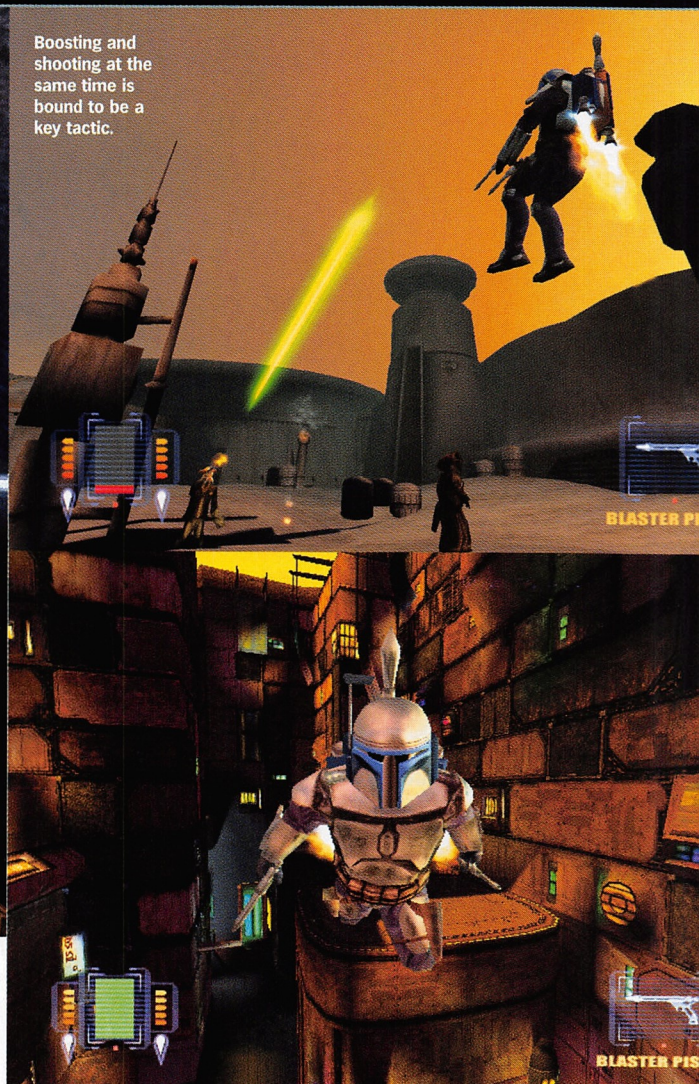
The dingy back-alleys of Coruscant are faithfully reproduced.

launcher are all selectable from the beginning, backed-up by a helpful auto-aim feature (the pistols can auto select two enemy targets simultaneously – you can imagine how cool that is going to look).

Most intriguing of all is the jetpack. You'll be able to boost into the air to get a height advantage on opponents, jump over obstacles or grab hold of elevated platforms. Judging by the E3 demo, there's a height and time limit to the boost too (perhaps like the jetpack in *Agent Under Fire*) but leaping skyward, targeting an enemy below and letting them have it while still in mid air is a mouth-watering prospect. LucasArts reckons the controls are intuitive enough to give immediate playability, but veteran players will be able to learn advanced tricks and tactics to really get the most out of the weapons and the jet flight element.

The emphasis is clearly on action here. There is no resource management, no RPG stat screens, no door keys to find (Fett has an arm-mounted laser that melts through locks). It's you, your weapons and a galaxy filled with criminal scum. LucasArts is keen to point out however, that this is no mindless conveyor belt of a game. Although the story is linear, you are free to explore every location however you like, and along with the main target (the mad cultists) there are dozens of other low-lives in each location that can be hunted down for extra cash. When you enter a new area simply switch to ID Scan mode and sweep for criminals. If there are any in the vicinity, the bounty will appear above the perp's head and you'll get a mug shot and some career info, allowing you to gauge how dangerous the potential target will be. "Depending on what they're wanted for, targets will react differently," points out Producer Joe Brisco. "If a tax evader sees Jango Fett, he'll cower and you can grab him. If he's a crime lord, he'll pull out his weapon and attack you." Corrupt politicians, thieves and gangland bosses are some of the other scumbags Fett encounters.

Seedy isn't it? Well, that's the point. *The Clone Wars* is all about the shiny epic battle between the Jedi and the Separatists. *Bounty Hunter* is the seething *Star Wars* underbelly, the slimy characters that lurk on the periphery of the movies. As Brisco puts it: "All the levels have a darker



Boosting and shooting at the same time is bound to be a key tactic.

Flight will prove a quick and effective way of exploring the vast locations.

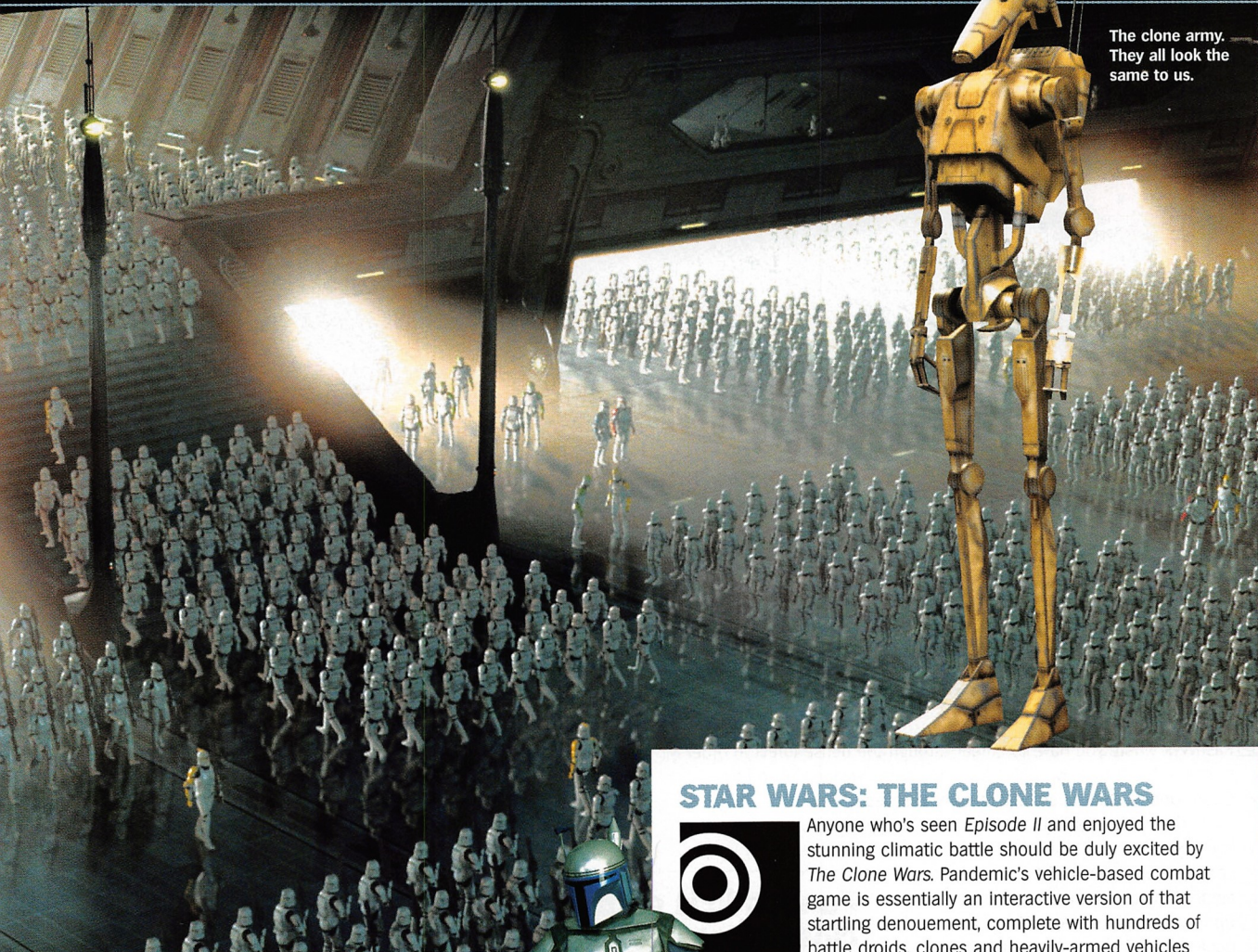
There are dozens of low-lives in each location that can be hunted down for extra cash

feel to previous *Star Wars* games. Jango Fett deals with the scum of the universe – he's not tracking people down in Jedi temples, he's tracking them down in back alleys and meat-packing plants. The Bando Gora are a sinister and twisted cult so whenever you encounter them, the atmosphere becomes ominous. We wanted to invent situations

where even Jango Fett would flinch."

The 16 locations are spread across six different planets, two of which – Tatooine and Coruscant – will be familiar to movie-goers, while the rest are exclusive to the game. So far LucasArts has only given details on two of these newcomers: an android-run prison asteroid filled with hostile wardens and inmates (many of whom Fett probably put away in the first place) and the homeworld of the Bando Gora cult where the game will climax. Along the way the *Bounty Hunter* development team is promising over 100 unique droids, monsters and aliens from the *Star Wars* canon, plus a few new faces including the apparently terrifying Krayt dragons (another unpleasant resident of the Tatooine deserts). Jango's partner in crime, Zam Wesell from *Episode II*, will be making an appearance too – perhaps to help out in certain missions. However, by way of balance, an evil archrival to the Fetts – Montross – is being introduced to compete for that lucrative Imperial bounty on the Bando Gora.

So how does all this interconnect with *Episode III*? Simple: Dooku has decreed that whoever locates and destroys the cultists will be chosen as the clone sample – another lucrative little project. It's a nice link to bring a promising looking game in line with the films. All that's left now is to get those controls right, and to ensure that the gameplay doesn't lack depth and longevity because of its emphasis on raw action. Mind you, that never hurt the movies...



The clone army. They all look the same to us.

Q&A



STAR WARS: THE CLONE WARS
GREG BORRUD
Director, Pandemic Studios

What kind of weapons will be available to the player in *Star Wars: The Clone Wars*?
You will of course have a nice range of lasers at your disposal. In addition, there will be a whole host of additional weapons for you to use. Everything from a long range mortar and a hand thrown grenade, to seismic charges (as used by Jango Fett in *Attack Of The Clones*) will be available. The entire game features over 30 weapon types with each one packing a different punch.

In each mission, how much freedom does the player have in terms of how they complete their objectives? Do they have choices in how they might command their squads?
How the player achieves the mission objectives can be very different from one player to the next. Every action the player makes will get a reaction from the enemy AI. Are you a more aggressive player or a more conservative player? The game can be played both ways. It will just play differently. As far as commanding your squads, the player has a set of very basic commands that they can issue, but issuing these commands at the right time under the right circumstances is the key to success. Making effective use of your squad can definitely mean the difference between victory and crushing defeat.

How did you decide which planets from the *Star Wars* universe to use? What kind of features can we expect to see in the locations?
We wanted planets that were easily recognisable from the movies, especially from *Episode II*. We also wanted some planets that were from the expanded *Star Wars* universe. Finally we wanted a group of planets that would have a variety of terrain types – from rocky mountains to rolling hills. We also considered ground cover – would this be a barren planet, or would it be covered with foliage or debris? For example, we use the planet Geonosis from *Episode II*. This is a pretty barren world with steep cliffs and spires. People will definitely recognise it from the final battle scene in the movie. The spires and the plateaus are great for gameplay because they give you something to use to fight the enemy – you can hide behind spires, gain the high ground, control chokepoints, etc. It is also a very dusty planet which will come into play in a lot of the Geonosis missions. By contrast, the moon of Kashyyyk is a forested planet, similar to Endor. Gameplay is completely different on this type of world because everything has to be fought at a much closer range and you must be more accurate to hit enemies through the trees. This is just a small example of the kind of processes we went through in selecting our locations.

STAR WARS: THE CLONE WARS



Anyone who's seen *Episode II* and enjoyed the stunning climatic battle should be duly excited by *The Clone Wars*. Pandemic's vehicle-based combat game is essentially an interactive version of that startling denouement, complete with hundreds of battle droids, clones and heavily-armed vehicles

blasting laser cannons and missiles at each other across explosion-racked war fields. The game begins with the finale of the film and moves out across the galaxy taking in the first decisive battles of the Clone Wars. And, of course, you will be right in the middle of it – fighting for the Jedi and the Republic, attempting to stop the confederacy of independent systems re-assembling an alien Sith weapon of mass destruction.

The gameplay, as in *Bounty Hunter*, is mostly action-based, with some tactical elements. At the beginning of each mission you're given an overall objective, before climbing into one of the eight available vehicles and getting stuck into the fight. Throughout the 16 missions you play as three different Jedi: Mace Windu, Anakin Skywalker and Obi-Wan Kenobi. You don't choose your favourite though – who you control depends on where the mission takes place. As the game's producer Jim Tso explains, "In the first mission on the planet of Geonosis you are Mace Windu. For the next mission, however, you're Anakin, it just depends on the story. The Clone Wars are happening throughout the galaxy, and the idea is that the Jedi are the protectors of the Republic so they're everywhere. We're sort of cutting from one planet to another."

Pandemic is also keen to emphasise the variety of missions available. In the opening exchange, your role is to prevent the enormous globe-like Trade Federation starships from taking off, just like in the film. Later, there's a mission on the Wookiee homeworld of



There are 30 different vehicles each with two weapon systems.

Landscapes are designed to encourage different battle tactics.

ORIGINS OF THE FETT

The Fett family has fascinated *Star Wars* fans since the appearance of Boba in *The Empire Strikes Back*. But who invented this bounty hunting clan and does their history go back further than you think?

The distinctive, battered armour of the Fett dynasty was originally conceived by *Star Wars* concept artists Ralph McQuarrie and Joe Johnston. The roots of the design are ambiguous – there are theories it came from early sketches of Darth Vader, who himself was momentarily conceived as a rogue bounty hunter. On his Website, however, McQuarrie claims that the Fett suit came from preliminary designs drawn up for the snow outfits worn by Imperial soldiers in *The Empire Strikes Back*. Apparently, George Lucas saw the sketches and thought they more suited a new bounty hunter character he was toying with.

Whatever the case, Boba Fett was the first new character designed for *The Empire Strikes Back*.

Back and he actually made his debut in an 11-minute cartoon shown as part of the *Star Wars Holiday Special* – a terrible one-off TV show screened in the US in November 1978. In this animated short (voiced by all the real cast members) Luke is almost tricked into revealing the location of an important rebel base by Fett who is referred to in the story as 'Darth Vader's right-hand man'. This was the beginning of a formidable reputation that would see Fett become a cult anti-hero despite his measly presence in *Empire* and *Return Of The Jedi*.

In terms of *Star Wars* mythology, the origin of the Fetts has only been sketchily dealt with, and has been subtly re-written recently to neatly accommodate the appearance of Jango. The official story has it that Fett senior was the orphaned son of farmers killed by 'brutal marauders' on the planet Concord Dawn. He was brought up by warriors and trained in armed and unarmed combat making 'savage bounty hunter' an obvious career choice. According to Lucasfilm lore, the distinctive outfit is a heavily customised version of Mandalorian armour, once worn by the bad-ass Mandalorian supercommandos, an ancient army allied to the Sith. Check out the official databank at www.starwars.com for more scarily in-depth *Star Wars* history.

Jango: adopted by soldiers.

Boba: first appeared in 1978.

PHOTO: KOBAL COLLECTION/LUCASFILM/20TH CENTURY FOX



The radar in the bottom right shows the whereabouts of enemy targets.

A WRETCHED HIVE OF SCUM AND VILLAINY...

"We're fans of the older, edgier *Star Wars* stuff, and we were really keen to explore the grungier aspects of the *Star Wars* universe," says *Bounty Hunter* producer Joe Briscois. Here are some of the uglier characters and locations that may have influenced them...



THE MOS EISLEY CANTINA, TATOOINE (STAR WARS)

The classic den of interstellar iniquity from the original *Star Wars*. Filled to the brim with dodgy freighter pilots, smugglers and weird hammer-headed aliens.

GARINDAN (STAR WARS)

The goggled, long-snouted informant that follows Luke and Ben Kenobi to the Millennium Falcon on Tatooine. Lower than a slug's belly button.

THE BOUNTY HUNTERS (THE EMPIRE STRIKES BACK)

A motley crew of galactic psychos and misfits assembled by Darth Vader to seek out Han Solo and those aboard the Falcon.

JABBA'S PALACE, TATOOINE (RETURN OF THE JEDI)

Essentially the cantina scene re-born, complete with freaky alien band and disturbing creatures lurking in dark corners.

THE NIGHTCLUB, CORUSCANT (ATTACK OF THE CLONES)

Yep, the cantina again, this time inhabited by teenage humanoid drug pushers (Death Stick - not the most enticing product name we've ever heard).

☐ Kashyyyk where you have to career through the dense forest in order to elude the destructive pulse from an energy weapon set off by Count Dooku. Quite a change of gaming styles.

In the battle missions players take a first-person role in the action.

You'll get a vehicle, anything from a speeder bike to an AT-SX assault walker, a fighter tank or a Republic gunship. Then it's up to you to get stuck in. There are occasions where you can give orders to other vehicles, or squads of clones, so they can be, say, sent in to engage the enemy while you sneak off and carry out your objective. You can also zoom in on allied units during combat to check up on their status and progress. As each mission progresses there are opportunities to swap vehicles - obviously Pandemic wants to vary the pace of the action, with reconnaissance and speed objectives carried out on the weedy speeder bike, and frontline battle sequences in the massive fighter tanks.

On top of all this, *The Clone Wars* is set to provide five different split-screen two-player Versus modes. Along with the standard Deathmatch, there's King Of The Hill where you battle each other to maintain control of a specified zone, and Conquest, where players try to destroy each

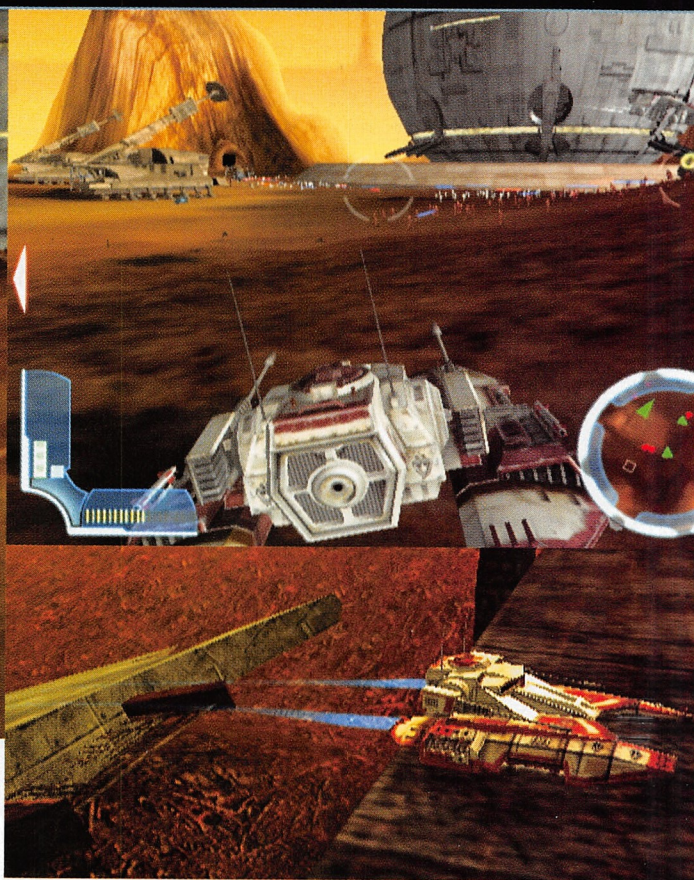
Most vehicles have a special power-up, such as a speed boost.

The least accurate guided missiles in the galaxy.

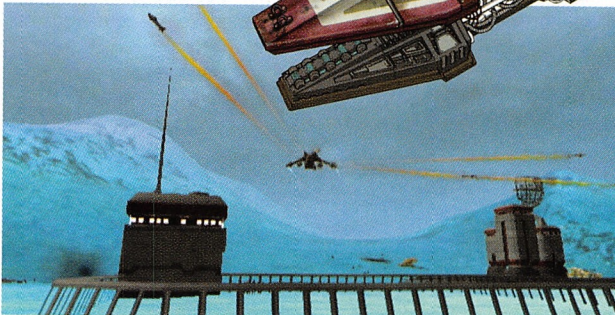
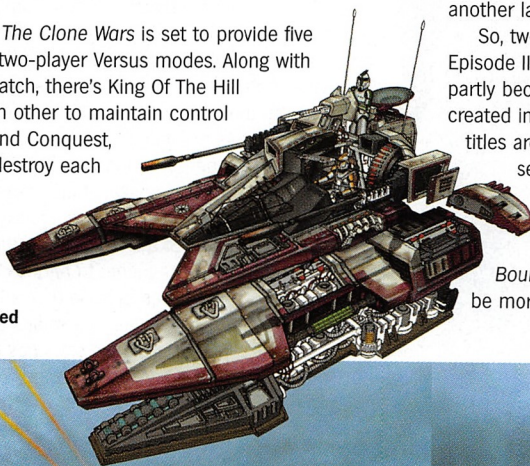
Pandemic is getting very close to capturing the breathtaking atmosphere of the Episode II battle

effect, officers shout mission briefings over the com link, and all around you clone soldiers and battle droids blast each other to pieces. If the designers manage to balance the all-out battle sections with decent strategic challenges, a bit of stealth here and there, and of course plenty of imaginative, epic locations, then this could be another landmark title in the *Star Wars* videogame series.

So, two very different games, providing chronological bookends to Episode II. It is perhaps *Bounty Hunter* that will provide most interest, partly because you get to play as a Fett and partly because it's being created in-house by the holy trinity of Lucas outfits. The fact that both titles are trusted to expand the *Star Wars* universe hints at how seriously LucasArts is taking its *Episode II*-themed games, after the sorry efforts that were hastily slung out to accompany *The Phantom Menace*. The revolution began on PlayStation 2 with *Star Wars: Starfighter*; *Star Wars: Bounty Hunter* and *Star Wars: The Clone Wars* should prove to be more than worthy comrades. ☐



On the opening level you must take out the Trade Federation ships (top).



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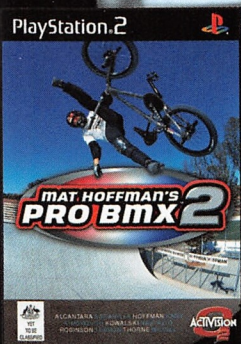
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World Vert Champ Mat Hoffman.



The only BMX game to
offer flatland tricks.

BMX WILL NEVER BE THE SAME...

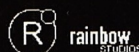
Jump on the bus with **Mat Hoffman** and ten other top pros for the ultimate BMX blowout through eight U.S. cities. Pull hundreds of tricks and combos using the new **Trick Tweaking System** or keep it on the ground with the only BMX game that offers flatland moves. Unlock behind-the-scenes video footage from Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook**. One day on this road trip and you'll know why BMX will never be the same.



Force your opponent off the screen
in the O2 exclusive **PUSH** mode.



PlayStation®2



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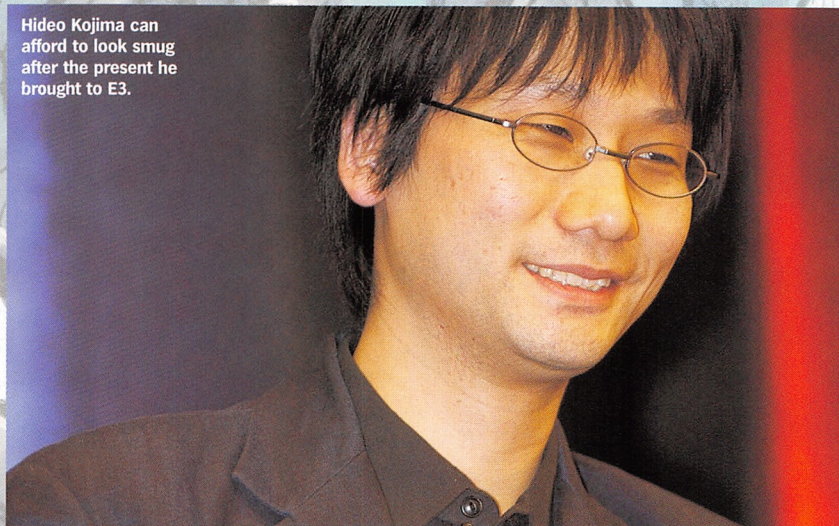
ACTIVISIONO2.COM

TEXT: RYAN BUTT/PHOTOGRAPHY: PHILIP SOWELS

A MAN OF SUBSTANCE

Metal Gear Solid 2 submerges, only to resurface in an unexpected form. We dissect the trailer that everyone was screaming about at E3 and reveal the true essence of Snake's new Substance.

Hideo Kojima can afford to look smug after the present he brought to E3.



E3, 2002: "Before we continue with the questions, here's a film you may be interested in..." The lights are dimmed and Hideo Kojima – the Planner,

Designer, Producer and Director of the five million selling PS2 epic, *Metal Gear Solid 2* shuffles in his seat so that one eye is cast upon the imposing video wall and the other on the audience, ready to carefully monitor the reaction of what is about to unfold before our eyes.

It's *MGS2*... but, it's different... very different! Snake? In a tux? In the Big Shell... With Emma? Is that... MERYL?! No way – a 200-foot soldier is lumbering, Godzilla-like, through a virtual cityscape? The Ninja? Raiden, as the Ninja?! Has someone slipped peyote in our coffee? Just what the hell's going on?

SNAKE? IN A TUX? IS THAT MERYL? RAIDEN, AS THE NINJA? WHAT THE HELL'S GOING ON?

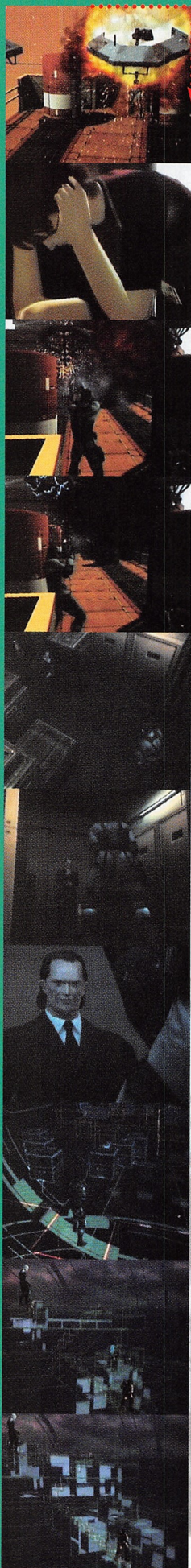
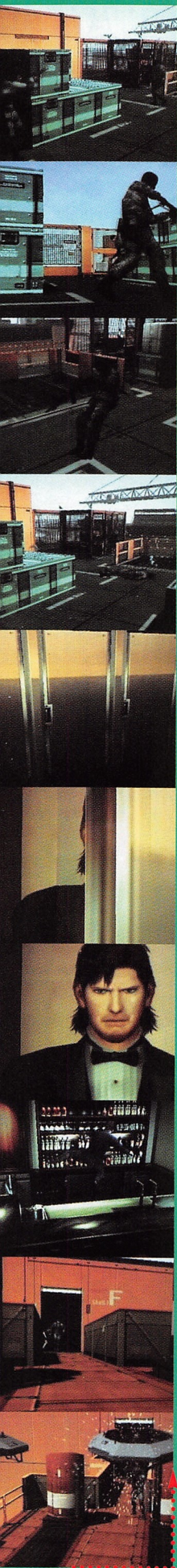
And then the answer flashed up on the screen: "*Metal Gear Solid 2* sheds its skin to reveal new substance!" What does it all mean?

Rewind a couple of months when Kojima-san told us, "There are things I look back on and say 'I could have done this differently,'" in the wake of the European release of *Sons of Liberty*. What he could have also said was,

"...And that's exactly what I'm going to do in this new version I'm working on!"

We left the auditorium feeling dizzy, short of breath and excited in a way we haven't felt for two years when a similar meeting with Kojima resulted in transfixed amazement as *MGS2: Sons of Liberty*, the game the PS2 was made for, was unveiled for the very first time. But that wasn't *Metal Gear Solid 3* we just saw, it was *Metal Gear Solid 2: Substance* – Kojima's reflection and remastering of a game which, despite landing plaudits, accolades and much critical acclaim, still didn't satisfy everybody. Too much dialogue and not enough gameplay was the common criticism, and so Kojima-san snatched his opus back and added multiple new missions, alternate scenarios and a wealth of extras. Elements he would have liked to include in *SOL* but couldn't because of time constraints and lack of space. Elements that lift the characters out of the story-driven *SOL* and places them in a much more action-orientated domain.

Due for release in October (most likely next Spring in Europe) *MGS2: Substance* will comprise of a double-sided DVD. On the one side there is *Sons of Liberty* – the game we already know inside out – and on the other a collection of mini-games that expands the *MGS* universe and provides an action overload. Together they provide the true form of *MGS2* – the substance...



MGS: SUBSTANCE

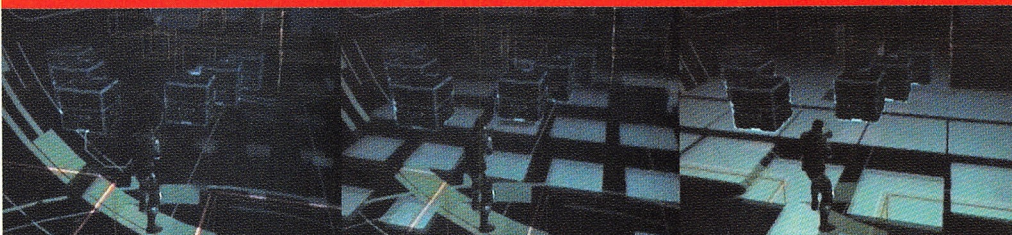
SUBMISSIONS

Comparisons will obviously be made between the relationship of *Metal Gear Solid* and *MGS: Special Missions* on PSone, and *Metal Gear Solid 2: Sons of Liberty* and *MGS2: Substance* on PS2 but, whereas *Special Missions* needed the *MGS* disc to run, *Substance* will be a stand alone package that is completely independent from *SOL*. However, for your bucks, you get both games on a double-sided DVD – *SOL* for the story and *Substance* for the action. Here's how that action unfolds...

VR MISSIONS COUNTER READING – 02:09

These are essentially similar to the extra VR training scenarios in *MGS: Special Missions*. There are roughly 200 missions that involve practising with various weapons and sneaking around wire-frame levels that become textured, almost *Rez*-like, as you progress through them. The twist is that you can play these missions using different characters and the level arrangement varies depending on the character. So, in essence you get 200 VR missions multiplied by however many characters there are – the exact number of which Kojima-san isn't divulging yet.

"I've had extensive training – they call it indistinguishable from the real thing."



The VR mission intro caught our eye. As you can see, the arenas become textured, *Rez*-style as the level begins...

ALTERNATE MISSIONS COUNTER READING – 02:00

These are additional missions (100 in total) that take place in existing *Sons of Liberty* environments, not virtual arenas, which give gamers the chance to experience playing through later levels with Snake, or earlier levels with other characters without the constraints of having to take in 20 minutes of codec conversation! The events in these missions bare no relation to the story line of *Sons Of Liberty*, though.

"It's your call, you can drop this if you want?"

"No! I cannot do that!"

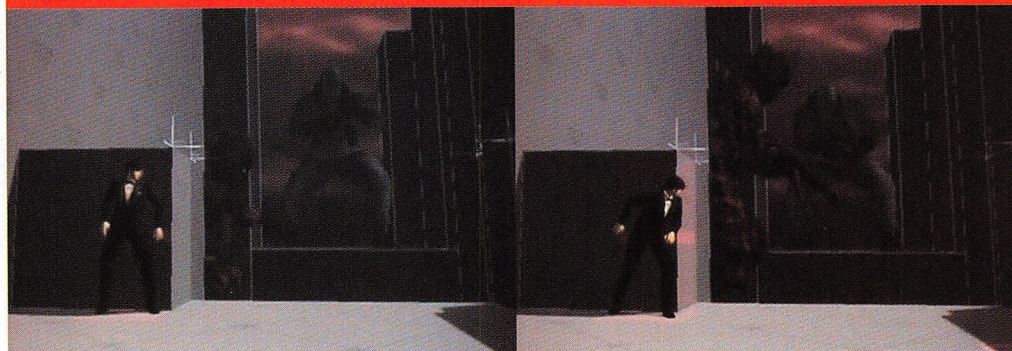


The Alternate Missions place characters where they shouldn't be – like Snake on the Big Shell – but the goals are different.

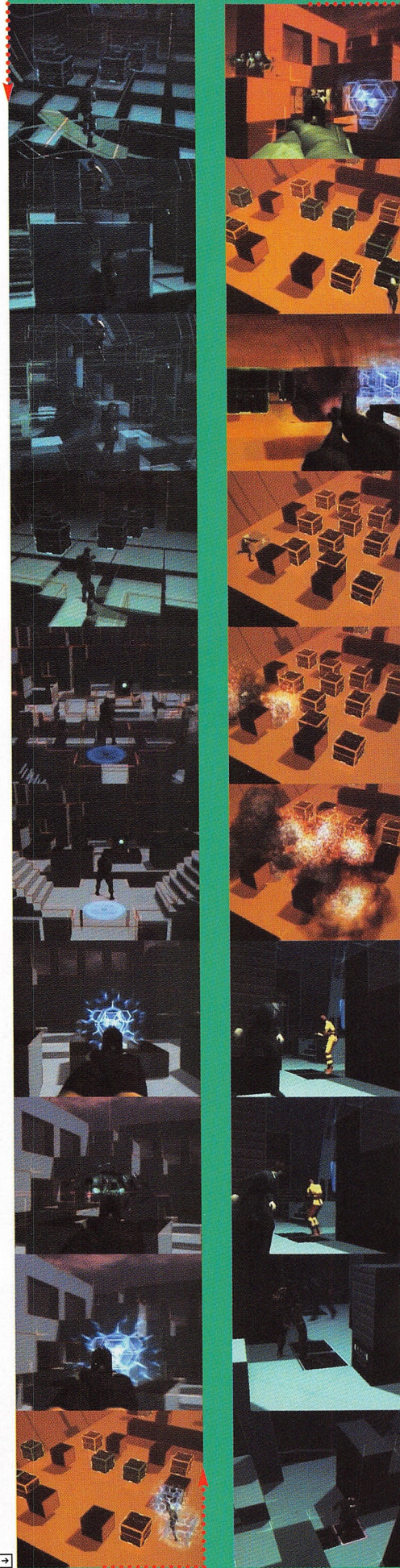
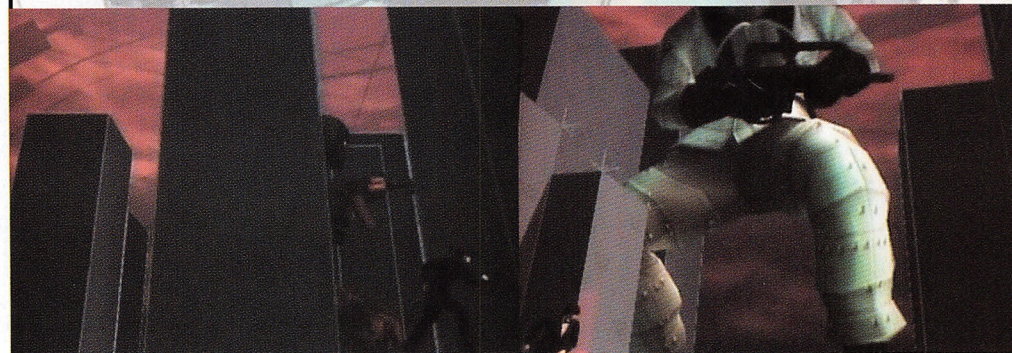
SNAKE TALES COUNTER READING – 02:43

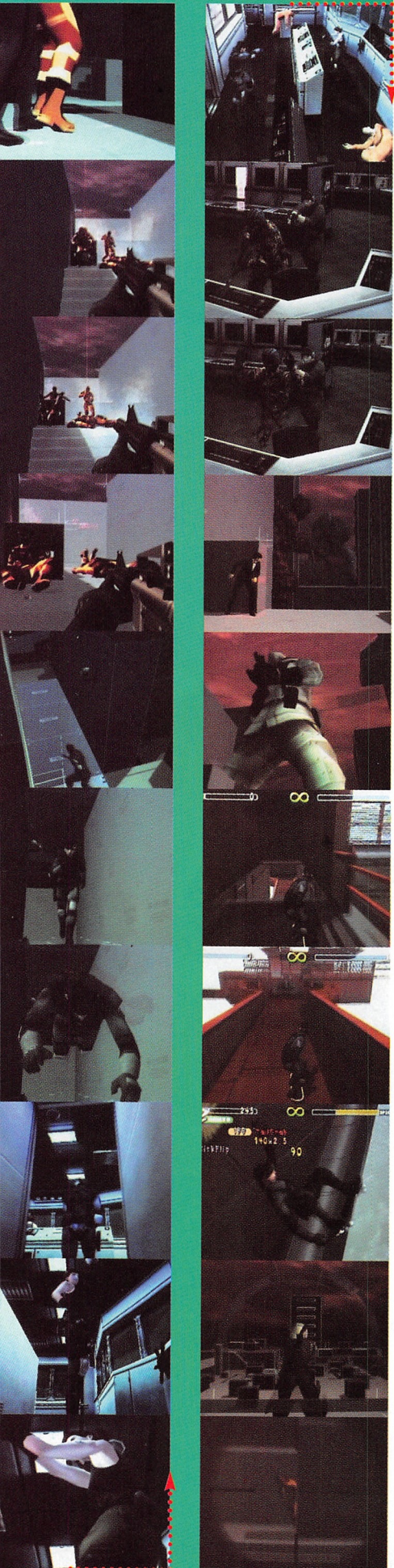
Having been wooed by Snake's no-nonsense approach to espionage and his fag-smoking, womanising ways, fans of the series were understandably dismayed that he should bow out of *SOL* so early. To remedy this, Kojima-san has devised a new mode that focuses primarily on Snake featuring a collection of missions based around new stories and activities. These missions vary in length and you can expect to see plenty of cameo appearances from familiar *MGS* characters.

"It's like being in a nightmare you can't wake up from."



Kojima-san's sense of humour is evident in this surreal Snake Tale...





SUBLIME

COUNTER READING - 02:53

Of everything we gleaned from the trailer, witnessing Snake handplanting, kick-flipping and tail-grabbing his way around a bastardised Big Shell level on a skateboard was by far the most alarming revelation. In fact, many took it to be just a practical joke devised by a playful Kojima when the cabin fever and insomnia that ravished his mind during the production of *MGS2: SOL* took a hold. The truth of the matter is that an internal Konami trade-off has occurred whereby Snake has been included as a secret character in Konami's forthcoming skating game, *Evolution Skateboarding* in return for the engine of that game being incorporated into some of the Snake Tales levels in *MGS2: Substance*.



The sight that made us rub our eyes in sheer disbelief - Solid Snake on a skateboard, or, er, 'Snakeboard'!



The bloke can skate, though, pulling off all kinds of deck-flipping wizardry.

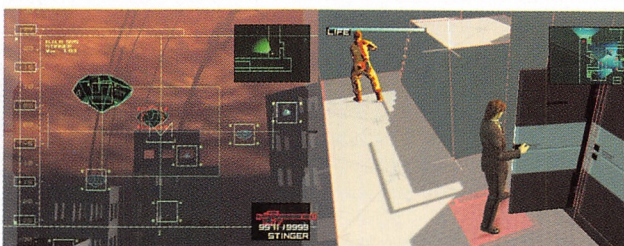


The game engine for this section was lifted straight from Konami's forthcoming *Evolution Skateboarding*...



...and rumour has it Snake will be appearing as a bonus character in that game.

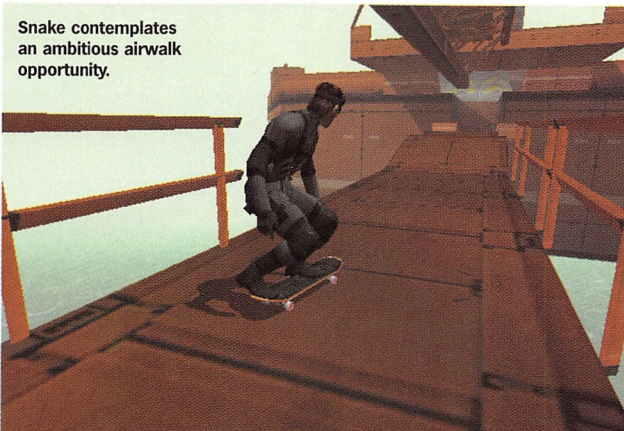
"There's no such thing as miracles or the supernatural - only cutting edge technology."



Altered states: These are the first screen shots released by Konami.



Sneke and Raiden enjoy some fun and games.



Sneke contemplates an ambitious airwalk opportunity.



Sneke tails: a combo for the mulleted one.

MGS: SUBSTANCE



SUBTLE

Many emotions will wash over you as you struggle to take in everything depicted in the *MGS2: Substance* trailer, and afterwards you're left asking "Did that really happen?" in relation to many 'Easter eggs' featured. Here we point out some of the more bizarre.



FIRST-PERSON MODE

COUNTER READING - 02:22

Whereas in *Sons of Liberty* you could only aim, shoot and scan your surroundings in first-person, in *Substance* it would appear that you can actually walk through the levels in this viewpoint, as evidenced by an unknown character, probably Snake, offing guards whilst walking down a narrow passage.

THE RETURN OF MERYL SILVERBURGH

COUNTER READING - 02:30

Hideo Kojima has stated in interviews that extra characters will appear in Snake Tales. If characters from *SOL* do appear, then it won't be in the same capacity as in that game and they could even appear with their voice from *SOL*, but with the skin of someone else. Could this be the case with Meryl from PSone's *MGS*, who can clearly be seen on the Tanker?



SKIN UP!

COUNTER READING - 01:50

One of the popular game completion bonuses in the original PSone *Metal Gear Solid* was the ability to play through the game on subsequent attempts with Snake decked out in a fetching tuxedo. This 'extra skins' concept has been built upon in *MGS2: Substance* and in the Alternate Missions mode you can once again play as Snake in his Bond garb or his original PSone outfit.

ALRIGHT ON THE NIGHT

COUNTER READING - 04:00

The humour of *SOL* will carry over to *Substance*, evident in the final scene of the trailer that showed Raiden opening a door, only for the handle to come off in his hands. Looking around sheepishly, he then proceeds to screw it back on and continue as if nothing has happened. You almost expect the camera to cut to a sniggering Denis Norden.



SUBCULTURE

Trawling through Internet message boards, interest in *Substance* is snowballing after the unveiling of the trailer, but as well as some hard facts, the showreel threw up more than its fair share of confusion. Here we try to answer some of the more common queries.

Q: Will this game be on two discs?

A: No, Hideo Kojima has confirmed that it will come on a double-sided DVD. However, soon to be released in the US is a separate 'Making Of' DVD that focuses on the production of *MGS2: Sons of Liberty* and it has been rumoured that this will come bundled with *MGS2: Substance* when it is released in Europe (like the Wesker's Report DVD that came with *Resident Evil Code: Veronica X*).

Q: Will MGS2: Sons of Liberty owners get a discount or rebate?

A: Unlikely. Although *Substance* comes with the original *Sons of Liberty*, there will be enough gameplay on the flip side to constitute it being an entirely new game in its own right. So gamers who bought *MGS2* shouldn't feel too cheated.

Q: Will they bring back the 'murder' VR missions?

A: Very likely. As these proved so popular in the PSone original *MGS: Special Missions* game, it's safe to assume that Kojima-san will rework them in some way so that they'll feature in some of *Substance's* 200+ VR missions.

Q: How can Snake replace Raiden and vice versa without screwing up the story?

A: *Substance* is focusing more on gameplay, so the plot doesn't matter. The whole purpose of *Substance* is to savour the more in-depth gameplay that most people said they wanted in *SOL*.

Q: What are 'Snake Tales'?

A: Extra missions with Solid Snake that don't have anything to do with *SOL*.

Q: Are we able to use MGS2: Sons of Liberty saves for Substance?

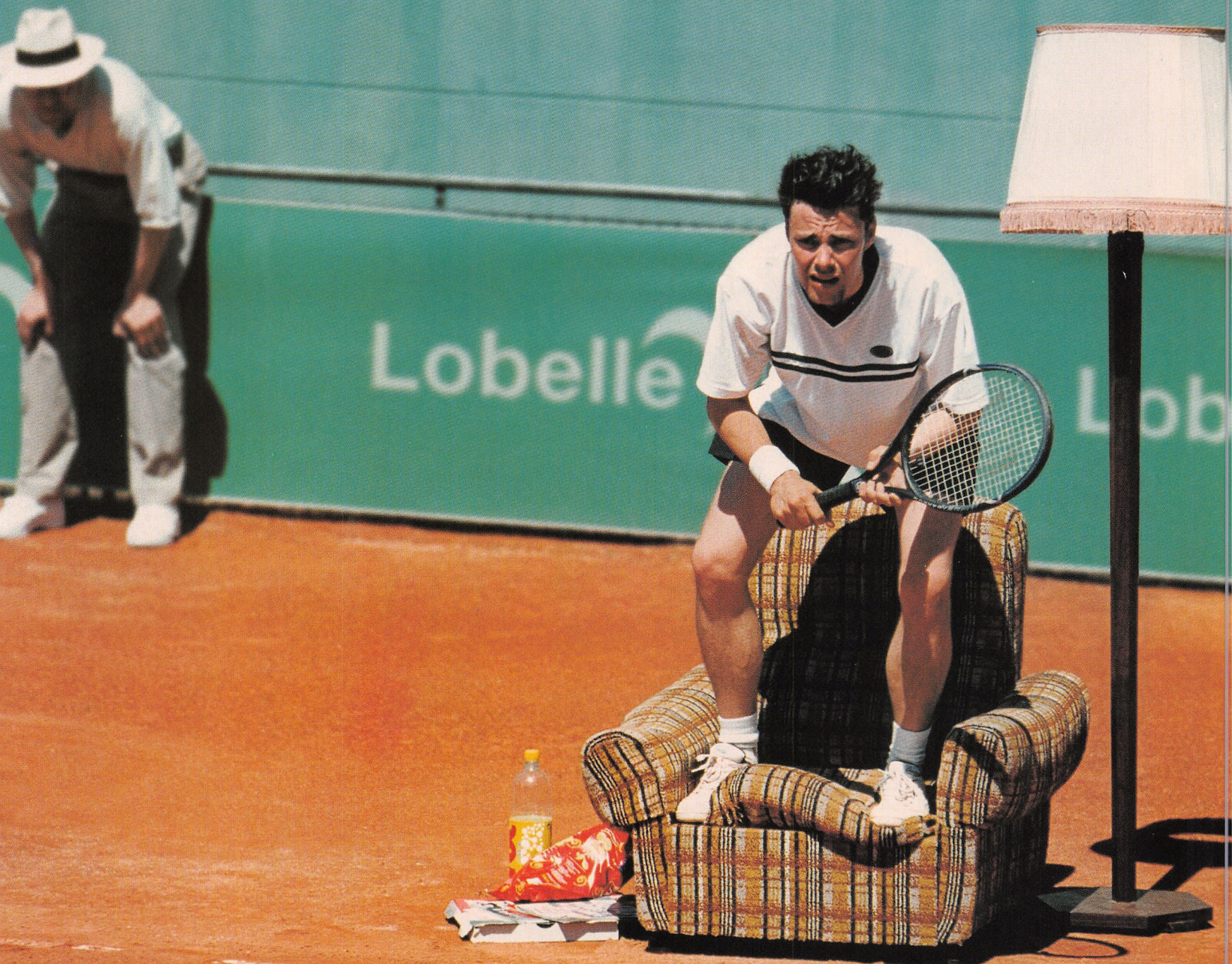
A: Negative. Again, although both games are boxed in the same package, the two are essentially unrelated.

Q: What about Metal Gear Solid 3?

A: No concrete facts have emerged as yet, although Kojima-san did let slip that he's currently researching how to create an online *Metal Gear Solid* game...



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Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's definitely well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. The only game to get Gold is *MG2*. Too right!



The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!



The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.

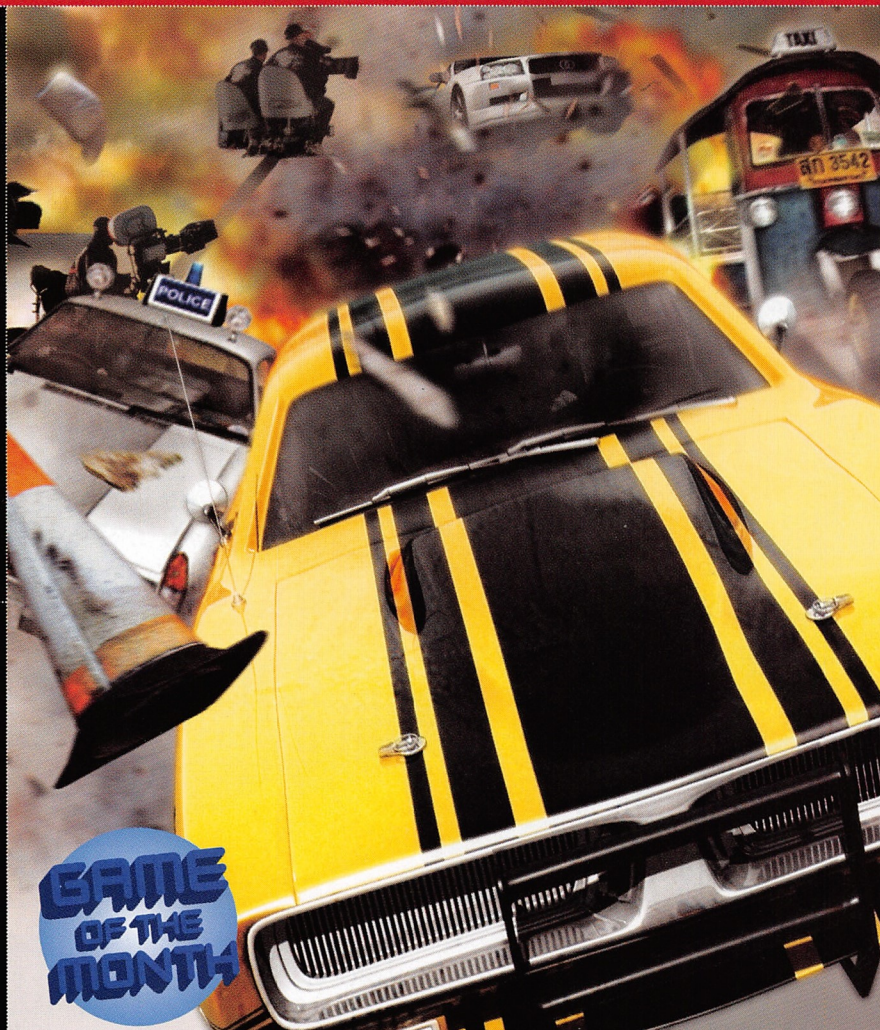
media
DVD / MUSIC / MEDIA

DVD RELEASES.....082

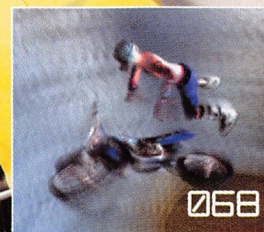
Ali G / O / The Lord of the Rings / The Others / Bandits / The Prisoner / Willow

MUSIC REVIEWS.....084

Oasis / The Vines / Morcheeba / The Flaming Lips / Papa Roach



GAME OF THE MONTH



STUNTMAN.....058

Find out if Reflections' ambitious new project is worth flying through hoops for.

AFL LIVE 2003.....062

This game is sure to meet popular demand, but see how it fared against our resident AFL expert!

GT CONCEPT: 2002 TOKYO - GENEVA.....064

Is Polyphony's latest GT version up to the task? We take their Concept game to the streets.

NEED FOR SPEED: HOT PURSUIT 2.....066

The PS2's power gives EA's most popular racer a much-needed boost in the graphics department.

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F1 ARCADE.....080

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PSone™

The latest titles for the little grey fella

F1 ARCADE.....080





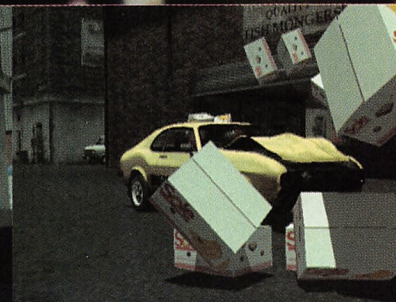
"Cut! Who put
that car in
there? Well, I
suppose we
could use it..."



Plenty of variation in each mission.



Realistic car damage adds to authenticity.



Boxes. A Stuntman's staple diet.

STUNTMAN

Action! The makers of *Driver* go Hollywood.

Publisher: Atari
Infogrames
Developer: Reflections
Price: \$99.95
Players: 1
Out: 6 September
Website:
www.stuntman-game.com
60Hz Mode: No
Widescreen: No
Surround Sound: No

Back story

UK-based Reflections were the masters of the driving game on PlayStation. Launch title *Destruction Derby* was a massive hit, and an even more enjoyable sequel followed. Then came the influential and still admired *Driver*, with a slightly disappointing sequel released in 2000. *Driver 3* is now in development for PS2.



The Hollywood Stuntman is a revered daredevil, a fearless adrenaline junkie who's admired and ridiculed in equal measure. You can't help feeling awe at someone who would risk their life for a few seconds of celluloid, but also repulsion at the stupidity of doing stunts like a corkscrew roll over a river. Ironically, *Stuntman* the game is also both incredibly entertaining and immensely frustrating. It's been a long time since a game arrived that will so obviously polarise players – there will be as many PS2 owners that will hate *Stuntman* as love it.

This is a driving game like no other. Players don the flameproof suit of a stunt driver, strap themselves into a vehicle and attempt to follow the director's instructions to create Hollywood history. You'll launch cars over massive jumps, crash through obstacles and buildings, perform hundreds of skids and spins, whiz past huge explosions, jump between train carriages and leap out at the last second before your ride plummets over a cliff. The major difference between *Stuntman* and other driving games is that you must follow a tight script. Take one wrong move and the director will yell "Cut!" and you'll have to start all over again.

There are additional play modes, but the bulk of the game and your first point of call is Career. Here you get to show your skills and fearlessness on six different motion pictures, each with a progressively bigger budget and more complicated stunts. You'll earn cash according to the difficulty of the scene and how many of the tricky manoeuvres you managed to pull off. You have a strict time limit and the director barks instructions as you proceed. Players are also aided by directional arrows to point the way and icons at stunt locations. A bar at the top of the screen displays your overall progress. Miss too many manoeuvres or take too long and you will cop an earful from the director and have to replay the scene, something that happens time and time again. Almost perfect driving is required, and the game is as much a memory test as it is taxing on your driving ability.

The movies are hilarious lampoons of cinema staples. The first mission, "Toothless in Wapping", is a low-budget British

This is a driving game like no other. Players don the flameproof suit of a stunt driver...

gangster flick in the tradition of *Snatch* and *Lock, Stock and Two Smoking Barrels*. It features frightening cockney geezers and exciting car chases through the London docklands. Successful completion of the half-dozen scenes see the player rewarded by a cheesy movie trailer featuring actual replay footage of your stunts. You can also watch and save replays of any segment completed, presented from a number of different camera angles, which serves as a brilliant reward for all your hard work. It's here you can appreciate the subtlety of the highly choreographed stunts, with cool touches like extras fleeing for cover, cops and other traffic missing your car by millimetres, massive explosions and helicopters flying overhead.

The next film is the *Dukes of Hazzard* satire, "A Whoopin' and a Hollerin'", complete with moonshine, crooked Hillbilly cops, dusty Louisiana roads and an exciting corkscrew jump finale taken from *The Man with the Golden Gun*. Then you'll be jet-setting to Bangkok for the John Woo-inspired action-thriller "Blood Oath". Stunts include breakneck chases through the narrow alleyways and a Tuk-Tuk rooftop chase with a helicopter. The next assignment is the Tom Clancy-like "Conspiracy", a political thriller set in a secret base in the Swiss Alps. You'll need to perform outrageous snowmobile stunts across the slopes before pulling off an almighty leap.

Your next paycheck comes from the *Indiana Jones* take-off, "Scarab of Lost Souls". Here you'll be driving jeeps and tanks through the Egyptian desert. Finally it's off to Monaco for the prestigious "Live Twice for Tomorrow", a thinly-veiled *Bond* tribute with winding mountain roads, sports cars and fast women. As interludes between each flick you get to enjoy daredevil shows with big stunts like the cannon jump, car dominoes and a world record attempt – jumping 36 buses after performing a loop-the-loop.

AS EASY AS 1, 2, CORKSCREW

"A Whoopin' and a Hollerin'" is a riotous chase with an awesome corkscrew jump finale.



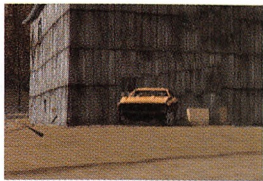
First hoon off in pursuit of the moonshine, coming as close as possible to oncoming cars for cinematic effect. Blow the air horns for extra amusement.



Smash through the roadworks and leap over the jump at speed. Line it up straight or you'll lose control and flip the car. It's good... really!



Dodge the cop roadblock by smashing through the fence. Make sure you stay behind the lead car, don't get in front.



Hilariously miss the tight turn and plough straight through Ol' Macdonald's barn. Is that the General Lee?



Build up speed and keep it steady as you head towards the busted bridge.



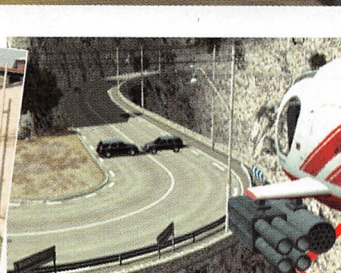
Yell "Yahoo!" with your best Southern drawl as you sail through the air. Now sit in smug satisfaction after landing the jump and listen to the director yell "Cut."



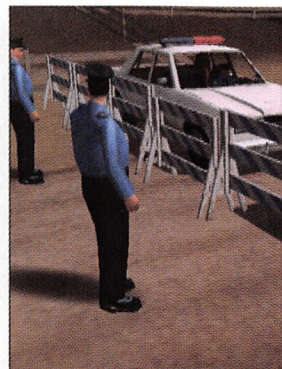
What the hell is this movie?
OPS2 are dying to see it!



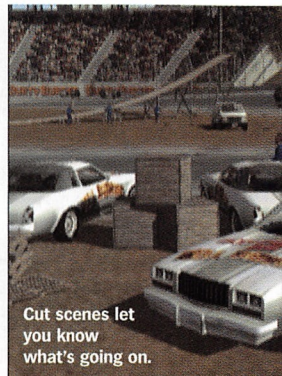
Heaps of beautiful city scapes for you to destroy for Hollywood.



Here's a clue: you are not in the helicopter. Easy, eh?



Mmmm. I smell a bacon product of some kind.



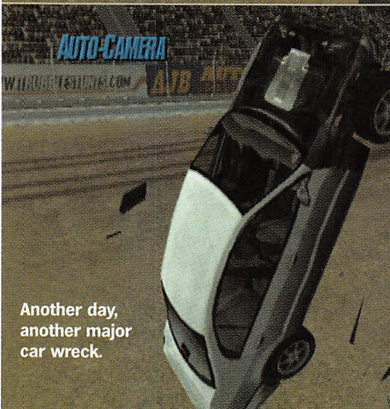
Cut scenes let you know what's going on.



Looks just like the set of *Baywatch*. So where's Pammy?

Real-life stuntmen perform one stunt at a time, but in the game you perform many manoeuvres in a single shot – usually over a dozen. It's this point that will be the major dividing factor between players. The loading times throughout the game are long, so each time you stuff up, it's another long session of staring at a loading screen. The game is tough, so frustration can quickly mount. This is not a game for anyone who has low tolerance levels or is, frankly, crap at videogames. You'll end up throwing your controller at the telly, particularly after pulling off a perfect long sequence of stunts only to stuff up the big finale. But to counter the frustration is the immense feeling of satisfaction you receive when you've pulled off a demanding scene and get to watch the results on replay. We suspect that although most players will constantly swear and bang their heads in frustration, they will not be able to resist just having one more go.

Another grumble is that before jumping into the driver's seat you are given too little information. The director can yell "Action!" and you'll still be in the dark about the stunts to perform. The loading screens could have been better utilised by providing storyboards of the scene. While usually entertaining, the spiel before the scene starts is just too vague, and fails to provide anything near full instructions. Too often players will



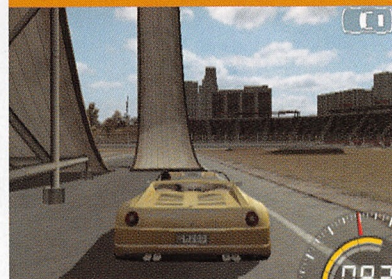
Another day, another major car wreck.



Bond-esque replay action on a ski-doo.

BIG AIR

The Stunt Constructor is perfect for blowing off a little steam when you feel like sticking the joypad up the director's clacker. Here's our favourite toys:



LOOP-THE-LOOP

Perfect for thrilling the crowds and getting even more speed on your way to a death-defying jump. Keep it steady and don't panic even when you can't see which way your going.



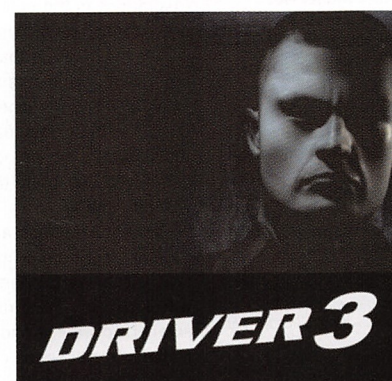
STEAM CANNON

Charge up the ramp into this beast and be propelled even higher into the air. Then marvel at how many pieces your car breaks into when it inevitably comes a cropper. Excellent!



RING OF FIRE

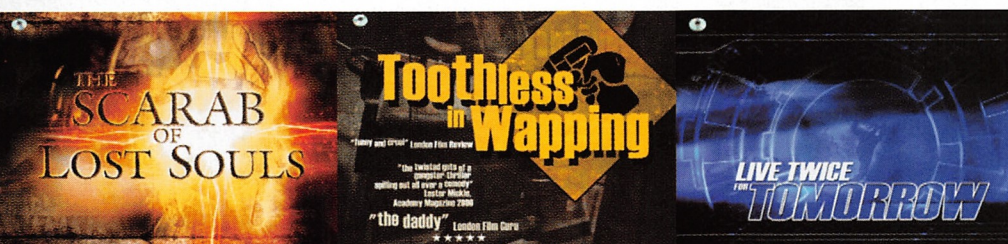
Also known as Indian burn, this is guaranteed to get those red-necked yokels a hollerin'. Try two, if you dare.



TANNER IS BACK

The DVD extras section includes a sneak peak at the next game from Reflections – the highly anticipated *Driver 3*. Unfortunately, despite some very impressive and realistic looking locations, it doesn't reveal much about the game or show any gameplay footage. Settings will include Miami, Istanbul and Nice, and Tanner is back to bring the long arm of the law to whoever chooses to mess with him. The game will be released next year.

Is it time for my close-up yet?



Each movie scene comes complete with cinematic intros.

Can anyone else smell a Guy Ritchie-inspired flick here?

James Bond would be absolutely nothing without you.

The director can yell "Action!" and you'll still be in the dark about the stunts to perform.

start a scene and not know where to go, resulting in an annoying and unnecessary session of trial and error.

But as you would expect from Reflections, who have become the masters of the driving game, the handling of the vehicles throughout is top-notch. There are a large number of vehicles to drive, and there's obviously major differences between getting behind the wheel of the likes of sports cars, monster trucks, tanks, snowmobiles, motorcycles and the little Tuk-Tuk. Conditions like dirt roads, snow and ice complicate matters further and demand much skill from the driver. The vehicles have been modelled in excellent detail, and when you inevitably roll, flip, crash or bash them, every panel and mechanical part can be torn off, dented or set on fire. It's especially embarrassing when you're haplessly trying to complete a scene with a wheel missing and little control over the car.

Another reward for progress in the Career mode is toys to play with in the sandpit-like Stunt Constructor. You'll receive items like cars, ramps, jumps, smashable objects, cannons, fire rings and pyrotechnics that you can place anywhere in a massive arena. Many players will certainly appreciate the freedom this mode offers, a vast contrast to the Career mode. But while it can be great fun setting up outrageous tricks and certainly good practice for the main mode, unfortunately the Evel Knieval-style action is limited because you can only place a small handful of objects into the arena at any one time.

Stuntman also offers a set of driving games to hone your skills. There are obstacle courses that demand precision driving, and speed tests with checkpoints through the various environments from the movies. There's also an area mode filled with icons to collect inside a strict time limit. The icons must be collected by leaping over the various jumps and ramps. They are fun practice modes, and a handy distraction when you feel like ripping your hair out

in the Career mode. The DVD extras are also much appreciated, and include a "making of" segment, interviews with stunt advisers and a trailer for *Driver 3*.

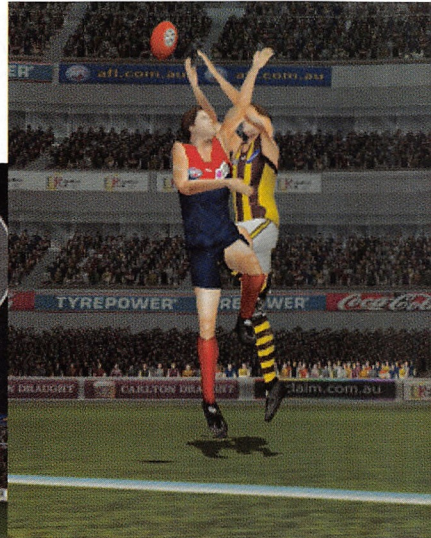
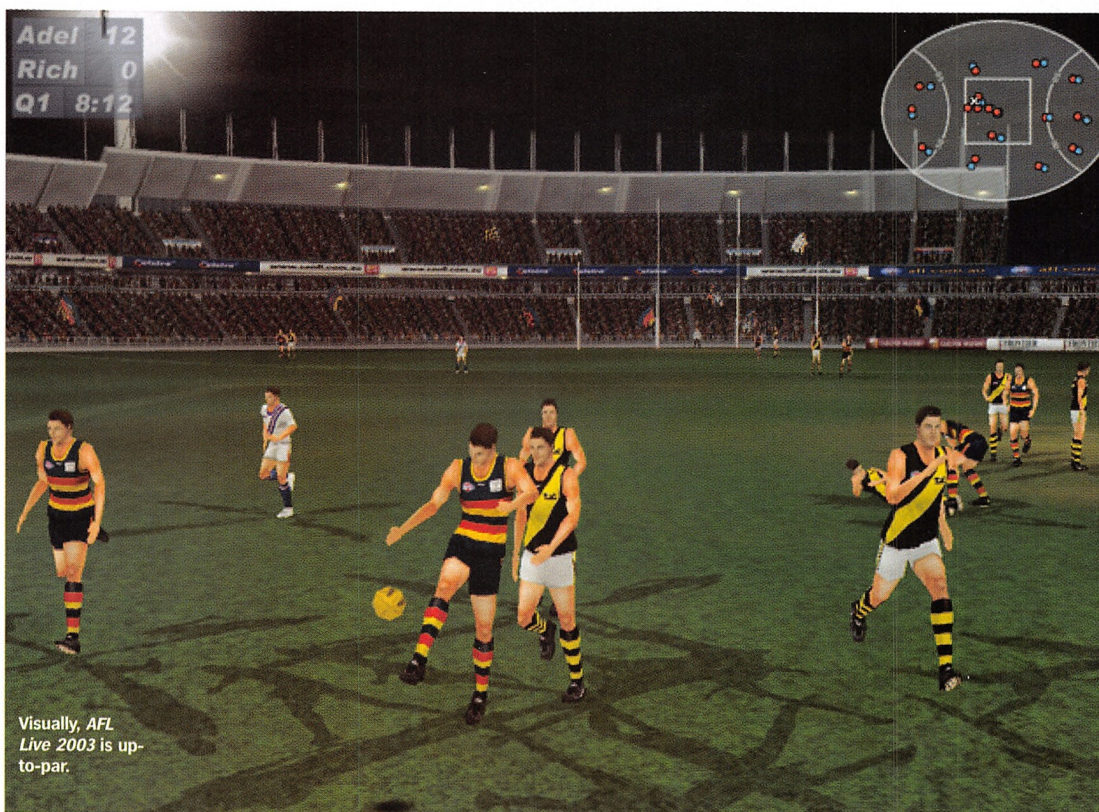
Stuntman is an original and ingenious concept that has been smartly implemented. It's not without its faults and will no doubt be derided by many players who find it too limiting and frustrating. But with the high speed action and explosive, outrageous stunts, it is also an incredibly exciting and energetic game. With the dazzling replays, wide variety of movies, cash-based scoring system and additional toys to play with, there's more than enough motivation to keep progressing. The classy presentation will amuse and entertain as you progress through the hilarious and diverse selection of movies, and there's even an educational aspect with the stuntman revealing the secrets behind the more complicated manoeuvres.

If you've ever wanted to be a reckless daredevil, *Stuntman* gives you the chance to live out your dreams. It's challenging, absurdly entertaining, and often maddeningly difficult. Some might want to try before they buy or risk kicking in their TV set. But we can't resist having one more go. Even when you've pulled off an incredible jump, there's the feeling you could do it even better, and the camera is always rolling to capture your glorious feat so that all can marvel at your skill. After a game with a difference? This is it. □ Jason Hill

STUNTMAN

Why we'd buy it:	Why we'd leave it:	Stuntman won't have the wide appeal of the <i>Driver</i> games, but it's an ingenious concept that thrills and entertains.
<ul style="list-style-type: none"> - It's a unique driving experience - Many outrageous and death-defying stunts - Wide range of vehicles that handle accurately 	<ul style="list-style-type: none"> - Often hair-pulling difficult and frustrating - Progression through the levels couldn't be more linear 	
Graphics	Explosive effects and detailed cars	08
Sound	Appropriate, toe-tapping soundtracks	08
Gameplay	Exciting, rewarding and often infuriating	08
Life span	Difficult to complete, and plenty to unlock	08

PlayStation 2 NERDICT



AFL LIVE 2003

Up there Cazaly with the PS2's first AFL simulation.

Publisher: Acclaim
Developer: IR Gurus
Price: \$99.95
Players: 2
Out: Now
Web site:
www.acclaimau.com
60Hz Mode: No
Widescreen: No
Surround Sound: No

Back story

Electronic Arts handballed the AFL licence to Acclaim after producing the disappointing *AFL 99* on PSone. Acclaim dropped the ball with their first effort - *Kevin Sheedy's AFL Coach 2002*, a PC management title guaranteed to cure insomnia. Acclaim has the licence for four years, so a sequel to *Live* is expected providing sales are reasonable.



Australia's unique game is more like a religion than a sport to countless fans around the country. There's something about Aussie Rules that inspires incredibly zealous passion among its devoted fans. Every weekend hundreds of thousands of supporters brave the Winter chill and let out their frustrations in the outer, clutching a meat pie in one hand and a "Footy Record" in the other.

It's this passion that is incredibly difficult to translate into a videogame, and it's the spark that's lacking in *AFL Live 2003*. Little touches like the players running out onto the pitch, the club songs, and the *Mr Bean*-like antics of the goal umpires are appreciated. But overall, Acclaim's game fails to capture the real excitement of playing or watching the footy.

We know Acclaim are never going to spend as much development time or money on an AFL based game as gets lavished on world sports like soccer. It's the same deal as with EA's cricket and rugby games, only the market is even smaller. So we just had our fingers crossed that Melbourne's IR Gurus could make the best game possible. And in the end, you'd have to say that they have done a decent job. No one's going to argue that this title pushes any graphical boundaries or provides as much depth as titles like *Pro Evolution Soccer*, but it's real Aussie Rules and it's good fun.

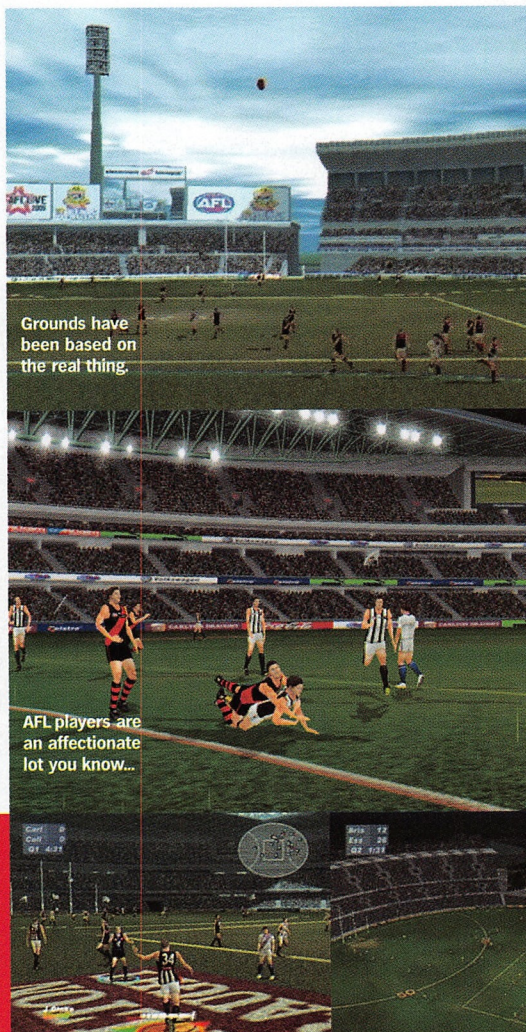
The most pleasing aspect is that *AFL Live* plays a realistic game of Australian Rules. Bombers coach Kevin Sheedy had input into development, and his influence has helped ensure that players need to use realistic footy tactics to win. You can't expect your backmen to run the length of the field without being tackled and pinged for holding the ball. Team-mate artificial intelligence is good -

The pace of the game is accurate and all the features are here.

in attack they will try to find space and make leads, while defenders tend to stick to their opponents. The pace of the game is accurate and all the features of our great game are here: high marking, bumps, tackles, precision kicking and even the handballing.

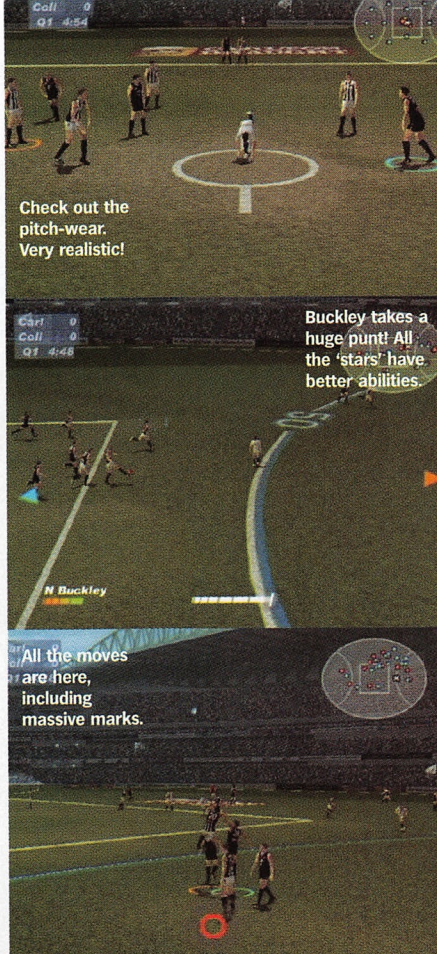
Controls are very similar to EA's game and easy to learn. When one of your players has the ball, you can kick, handball, or try to baulk a tackle. On-field icons show the direction of team-mates and whether they are open to a pass, while an extra accuracy meter is shown when having a shot at goal. When not in possession, you can cycle between nearby players, punch, tackle, bump or try and take a screamer when the ball is in the air.

Playing options are limited, which hurts the long term appeal of the game. You can enjoy a quick exhibition match, a finals campaign or play through an entire season, which follows the 2002 fixture. Most AFL stadiums have been faithfully recreated with the MCG, Colonial, Football Park, Subiaco, Gabba and SCG included, albeit with made-up names. Games can take place at day or night, and in dry or wet conditions. Naturally all 16 AFL teams are represented, each with a full 42 player squad to choose from. Most players are represented in the Team Setup page with a photo as well as statistics like games played, height, goals scored, skill, speed and stamina. Injuries can occur during a match, requiring you to swap with players on the bench and perhaps also bring a player up from the reserves in a following game. Unfortunately there's no player trading, and no tactical options



Grounds have been based on the real thing.

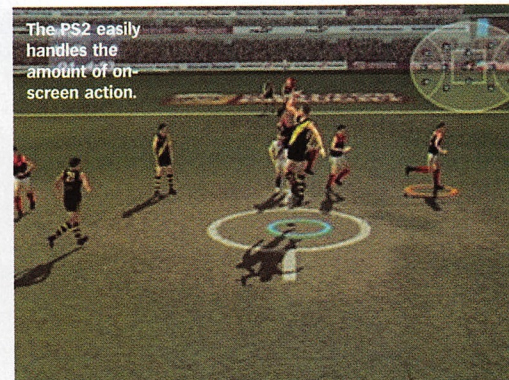
AFL players are an affectionate lot you know...



Check out the pitch-wear. Very realistic!

Buckley takes a huge punt! All the 'stars' have better abilities

All the moves are here, including massive marks.



The PS2 easily handles the amount of on-screen action.



There are nice touches, like waving flags in the crowd.

A simulation like this is all about authenticity. Acclaim and IR Gurus have paid a lot of attention to aesthetic details.

other than setting normal, attacking or defensive patterns, which don't seem to have a huge bearing on how your team plays.

There are three difficulty settings, but only the Hard level provides any real competition. In Easy and Normal modes, once you have sussed the controls you can win the ball out of the middle and boot it straight into the arms of your full forward with alarming regularity. Fortunately, regardless of the difficulty level, generally the players on the ground exhibit smart football behaviour. It's not often that you'll see a player unmarked, especially inside 50 metres, something that used to infuriate players of EA's PSone game.

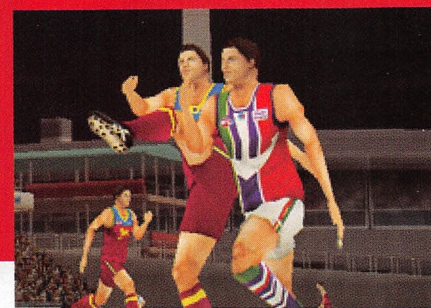
AFL Live 2003 isn't an unattractive game, and offers motion-captured players and reasonably detailed 3D stadiums. The camera work is smart, too, quickly changing from a high side view to behind during a marking contest. However, those with small tellies might find their eyesight strained, particularly when teams featuring similar jumpers are playing. Commentary is typically awful, with Steve Quartermain failing to offer any genuine excitement, and not-so special comments by Gary Lyon. Its not often that 'Quarters' calls the play wrong, but it sounds wooden and doesn't add anything to the atmosphere. We're also disappointed there are no instant replays. Replays of goals scored should be mandatory, if only to rub it into your opponent. Instead, you have to make do with your goal-kicker pumping his fist in the air or waving to the crowd.

There are umpires on the ground, and they pay most free kicks, including holding the ball, running too far without bouncing, high tackles and in the back. You can even give away a 50 metre penalty if you interfere with a player on the mark. Occasionally there are frustrating and baffling calls, but it's a huge improvement over EA's game and the occasional dodgy umpiring decision just adds to the realism! *OPS2* wonders whether this was purposely included!

Typically for a sports game, playing against a mate is the highlight. While most players will quickly tire of playing against the computer, games against friends should always provide a laugh. Kicking goals on the run, popping through a banana kick from the boundary line or decking opponents behind the ball with the bump button are all particularly satisfying against a human opponent.

There's no four-player mode, but this type of game doesn't really suit four players chasing the Sherrin around anyway. Hopefully though, IR Gurus will manage an overhaul for next time 'round.

AFL Live 2003 is not the screamer it could have been, but it's still the best representation of Australian Rules so far, and should provide footy fans with plenty of fun. When the weather is too cold to play kick to kick in the backyard, invite some mates around and you'll have a ball. **Jason Hill**



SIZE DOES MATTER

Developers IR Gurus used a comprehensive player database for *AFL Live 2003*. The database features physical information like player height, weight, skin colour and kicking preference. There's also statistics that cover all aspects and skills like running ability, marking, handballing and kicking.

It's great to see the correct numbers on the back of the guernseys and that the players are the correct height, build and exhibit their real-world characteristics, strengths and weaknesses. It might not be as impressive as the likes of *FIFA* with its facial animation system, but AFL fans should be satisfied.

What can be a little disconcerting, however, is that umpires have a tendency to be facing in the wrong direction. You've got to laugh when the ump pays a holding the ball decision for a contest he didn't even see!

AFL LIVE 2003

Why we'd buy it:

- It's AFL
- It plays a realistic brand of footy
- Games against mates are a laugh

Why we'd leave it:

- Ordinary presentation
- Little single player depth
- Limited tactical options

Good enough to be a must-buy for footy fans, but not flashy or deep enough to compete with big budget sport sims.

Graphics

Rough with pleasing stadiums and animation

07

Sound

Wooden commentary and sterile atmosphere

04

Gameplay

Loads of fun, especially with a friend

08

Life span

The single player experience is limited

05

06

PlayStation 2 VERDICT





GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

The King of the Road's new heir may be easier to drive but it has trouble going the distance.

Publisher: Sony
Computer
Entertainment
Developer: Polyphony
Digital
Price: \$69.95
Players: 1-6
Out: Now
Web Site:
au.playstation.com
60Hz Mode: No
Widescreen: Yes
Surround Sound: Yes

Back story

Before *Gran Turismo* crashed onto PSone, track and car selections could be counted by players on one hand. *Gran Turismo*'s staggering selection of cars, tracks to race them on, licence tests to complete, spare parts to buy and championships to conquer revolutionised the racing scene. *Gran Turismo 2* upped the stakes by adding a cool rally mode and enough new cars to fill most of the garages in Sydney. Other than adding incredible new graphics *Gran Turismo 3* didn't offer a lot but the formula was already so perfect few could complain.



Well, it's definitely not *Gran Turismo 4*. It's not even *Gran Turismo 3.5*. *Gran Turismo Concept: 2002 Tokyo-Geneva* does let you hop behind the wheel of some of the futuristic creations from last year's Tokyo and Geneva motor shows but after the new high speed thrills wear off there's very little else to do.

Of the 25 driveable concept cars in the game most look like they've rolled off the set of a science fiction movie but others, like Ford's GT40, will be familiar to *Gran Turismo* veterans. Whether you're impressed by the functionality of the Honda DualNote (packing both an electric and a combustion engine) or the sleek styling of the Chrysler Crossfire there's bound to be at least a few models that will get your motor running. Despite the impressive selection show highlights like the Mercedes Benz F400 and the Honda Unibox are nowhere to be seen.

As well as the motor show prototypes there are 70 everyday normal rally and racing cars to thrash about the tracks in. 21 models from American, Japanese and Korean manufacturers are available, including the Mazda 6, the slick Chevrolet Corvette Z06 and the Lexus IS300. The European companies provide a further 17 production models such as the Mini Cooper S, Type 72 Lotus Elise and the Tuscan Speed 6. The remaining 32 cars represent the best that the *Gran Turismo* series has to offer. Favourites like Mitsubishi's Lancer Evolution VII, Audi's TT and Toyota's Supra all return with tweaked engines and brand new sponsor logos. Not too bad at all...

The remaining 32 cars represent the best the GT series has to offer.

Like previous *Gran Turismo* instalments there are a number of licence tests that need to be mastered before you get the chance to enter the real races. Rather than focusing on mastering aspects of driving like cornering and braking, the licence tests in *GT Concept* give you track times that must be beaten. Being quicker than the Bronze times is a breeze and will unlock one new car per track. Beating the Gold time and unlocking each track's second car is a little harder but skilled players will be disappointed to find out that most times can be beaten on the first attempt. With only ten licences to complete it's possible to have 20 cars in your garage and be looking at a 50 per cent complete rating on the game's status screen in less than an hour.

It does take a little longer than an hour to complete the second half of the game but it's not hard to see everything the game has to offer in a day. After completing ten single races, on both Normal and Pro difficulty settings then your garage will be full and everything will be beaten. Some extra replay value can be squeezed out by test driving all of your recently acquired racing machines but this will only be reserved for the most desperate amongst us.

With only ten licence tests and 20 races it's over before you have a chance to get bored but *GT Concept*'s paltry five tracks are still a major disappointment. Four of *Gran Turismo 3*'s best tracks -

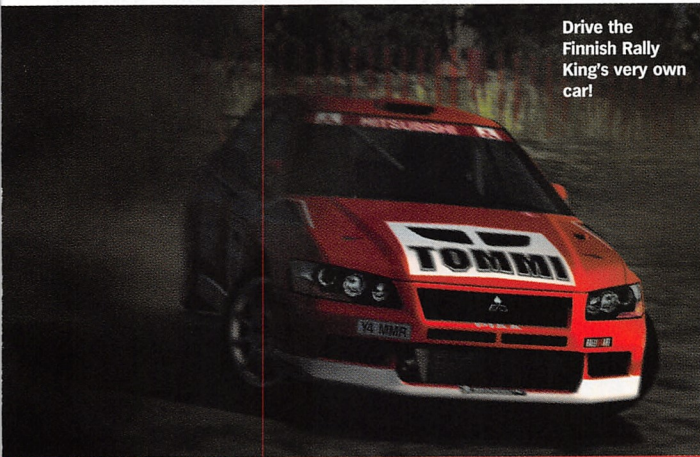
GENTLEMEN, START YOUR ENGINES

REVIEW

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA



Much more fun
than *Driving
Miss Daisy...*



Drive the
Finnish Rally
King's very own
car!

As you'd expect, the game is packed with the exotic and the rare...



Rene Rivkin would be impressed with this garage!

These machines are very popular amongst the 'mid-life crisis' lot!

Midfield Raceway, Tokyo R246, Swiss Alps and Tahiti Maze – return and are joined by the GT2 classic, Autumn Ring. Each of these courses also comes with a reversed version, upping the track total to a rather unsatisfying ten.

LESS FOR MORE?

Gran Turismo 3's massive size can be a little overwhelming at times. Polyphony's wish to make the game easier to play is commendable but *OPS2* isn't convinced that it was the endless options and play modes that put anyone off. Complaints about *GT3* were much more often directed at the repetition of being forced to race around the same track for ten laps, then 15 laps, then 20 laps, as players progressed through Championships. Rather than reducing the number of tracks, a better solution would have been to offer more tracks with less laps on each.

When it comes to the crunch, *Gran Turismo Concept* is missing a lot of the things that made *GT3* great. There are no Cups, Leagues or Championships to take part in, nor any class (4WD, FF, FR, MR) competitions and international challenges. Without these challenges there's also no money to earn and no ability to buy extra parts to improve your car's performance.

The nuts and bolts may be missing but on the surface *GT Concept* retains all of the *Gran Turismo* magic. Perfectly modelled cars and hyper realistic backgrounds that capture every detail from the towering skyscrapers of Tokyo to the chipped paint of roadside markers combine to make this arguably the best looking game on the PS2. *GT3*'s split screen and i-Link multiplayer modes also return, allowing up to six players to race against each other.

MISSING THE POINT

There's no question that *Gran Turismo* creator Kazanori Yamauchi is a genius but, as is often the case, he's a little eccentric. Looking at *Gran Turismo Concept* it's all too clear that Kazanori was motivated by a personal interest in high-spec concept cars. It's also clear that Sony

figured it could slap Kazanori's concept cars in a stripped down *GT3* and release the perfect racing title for casual gamers. Unfortunately, no one paid much attention to the task of creating a good game. *Gran Turismo 3* already had an Arcade mode that could be favoured by people who found the lengthy championships too daunting. Polyphony should have spent the last year improving on *GT3*'s flaws rather than ripping its guts out and making this title for a non-existent audience.

If these new concept cars had been added to the body of *GT3* and time had been spent adding new tracks, improving the AI and incorporating realistic car damage, then we'd be looking at a worthy update. Considering the brilliant *Gran Turismo 3* currently sells for the bargain price of \$49.95, the idea of paying \$69.95 for less tracks, less options and less gameplay is just plain silly. □ Narayan Pattison

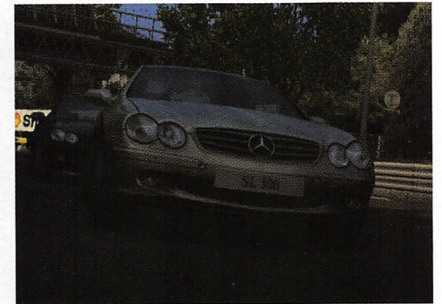
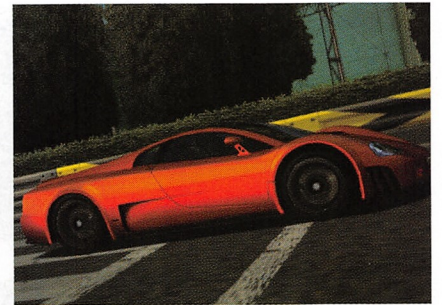
GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

Why we'd buy it:		Why we'd leave it:		When you can already play the best why would you settle for toddler <i>Turismo</i> ?	
- We were absolutely desperate to drive some motor show concept cars - Big games scare us		- Less tracks and less gameplay modes than <i>GT3</i> - Because we know <i>GT4</i> will be worth waiting for			
Graphics	Still the best looker on the block	10	[08]		
Sound	You wish you car sounded this good	10			
Gameplay	Each car handles just like the real deal	09			
Life span	An evening's entertainment only	03			

PlayStation 2 VERDICT



Michael Knight and Kitt had nothing on the Polyphony team. This car rocks!



FORMER GLORY

Even in its cut-down state *Gran Turismo Concept* is still much better than most other racing games on the market. However, this result owes much more to *Gran Turismo 3*'s greatness, and is achieved in spite of *GT Concept*'s many weaknesses. *GT3* was the undisputed King when it was released last year but since then *V8 Supercar Race Driver* has rolled onto the road. After getting used to *Gran Turismo*'s style of bouncing off walls and cars without a scratch, *V8 Supercar*'s bonnet crumpling, window smashing, axle snapping action will shake you back into reality. If *V8 Supercar* is the Rugby of the racing world then *GT3* is a great game of Tennis, but Polyphony needed to lift their game, not release a Table Tennis simulation!



Fat and low but fast. Just like your older brother.



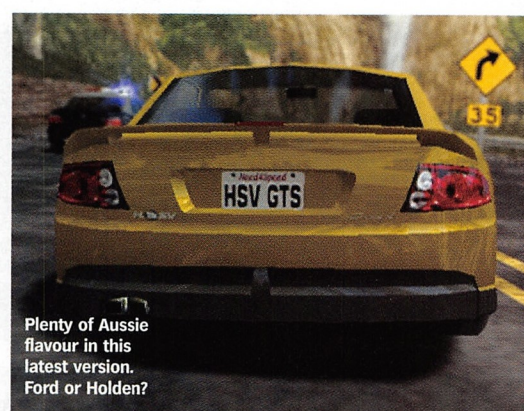
We're fairly sure this neighbourhood isn't Mt Druiett.



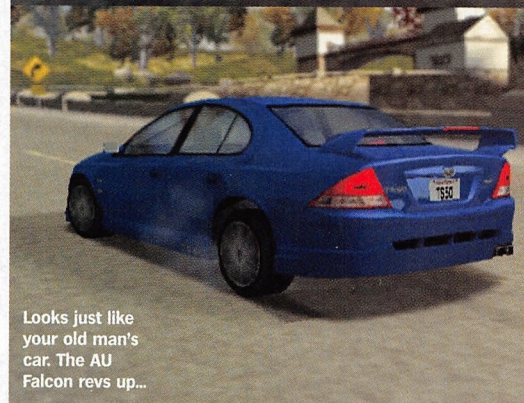
The 'lens flare' features yet again.



Paint it orange and it's almost like the General Lee!



Plenty of Aussie flavour in this latest version. Ford or Holden?



Looks just like your old man's car. The AU Falcon revs up...



NEED FOR SPEED: HOT PURSUIT 2

Put away your driver's licence, 'cos you're not going to need that were you're going!

Developer: Blackbox
Distributor: EA
Players: 1-2
Price: \$99.95
Release: 18 October
Website: www.needforspeed.com
50/60Hz switching: No
Widescreen: No
Surround sound: No

Back story

Working exclusively on the PS2 version, Blackbox Entertainment, have been set the task of introducing one of the biggest racing franchises in PlayStation history to the PS2. Since its inception on 3DO and PlayStation in the mid 90's, the series has fished its way through various refinements, including classier cars, more tracks, and improved features.



Like a well-kept drop of Grange Hermitage, The *Need for Speed* series has shown how careful adjustments prove some things simply grow better with age. Each release has come with new modes, more challenging tracks and of course, plenty of exotic cars. The sixth title in the series, *Need for Speed: Hot Pursuit 2* pays tribute to this heritage; in combining elements from past games, with all the trimmings that a next generation version should offer.

The franchise has been and still is, first and foremost an arcade racer with just enough simulation to make you think about your actions behind the wheel. So there's no spending endless hours under the hood trying to trim an extra few seconds from your lap time. The only way to do that, is perfecting the racing edge that you'll need to beat out the opposition on the tracks and highways.

This latest instalment is divided into two main modes, Hot Pursuit and World Racing. Each offers Quick Race, Challenge, and career style options, with the addition of "You're the Cop" mode in Hot Pursuit. And while the ease and auto selection of cars and tracks in Quick Race cures those temporary itchy palms, the only way to bury yourself waist deep in the game's garage of dream cars is by taking up the event challenges in the other modes.

The one major element setting the two main modes apart is whether to race against seven other opponents at a time in the World Championship, or just three with the added hazard of highway police in Hot Pursuit. Though both share the main aim of needing to reach the finish line first, the strategy for each is quite different. Holding the lead in a field full of high powered sports cars is challenging enough thanks to the game's incredibly fierce AI and honed track design, but then if you throw in a cavalry of nitro-powered cop cars, road blocks, and airborne copper as well, you start to have a much bigger task at hand. The race lines of the games cars, both opponents and police are incredibly

... will have you pushing your driving limits in a bid to unlock the next rocket fuelled chariot.

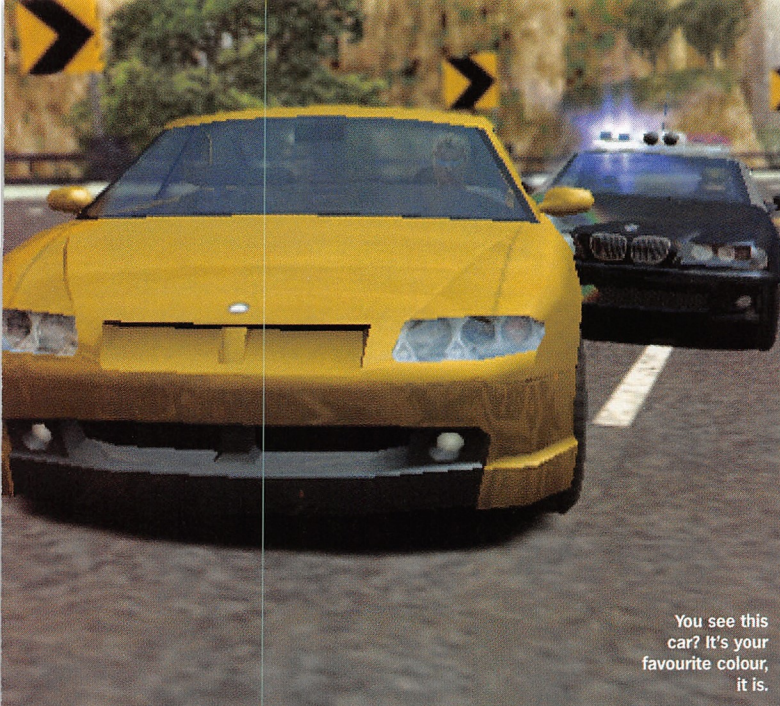
unpredictable, with drivers regularly jostling with each other, or losing control and crashing, which is most rewarding to witness.

With only a driveway worth of cars to begin with, the thirst for new dream machines will have you pushing your driving limits in a bid to unlock the next rocket fuelled chariot. The Challenge modes while relatively structured, are as simple as selecting one of the unlocked cars and tracks, type of race, then the number of laps and time of day for the race. Placing First, as well as gaining certain points, unlocks more cars, tracks, challenges, and other surprises. For the chance to select from more than one race event or task at a time, the World Racing's Championship mode and Hot Pursuit's Ultimate Racer offer a multi-branching ladder series of races, that let you see the prize of each available race before taking part. Around 30 different race events can be unlocked in each mode, including challenges in the V12 cars, country vs country, against the clock, same make and model, mini tournaments, mini knockouts, and more. The variety of races and ability to choose your own path gives these career style modes a refreshing and welcome take on the GT Trophy approach.

Of course, once you're done taking line honours in World Racing and managed to outwit constant attempts by the patrol officers to book you for speeding, naturally it's time to hop behind the wheel of a police car, as part of Hot Pursuit's "You're The Cop" and try to see how many speeders you can bust. There's even five hot up police cars to unlock as an incentive. With the tables turned, it's now you that needs to ram into speeding cars in a bid to force them to pull over. If that all seems a bit much to ask, you can also call for back up by either ordering a roadblock to be set up ahead of the

REVIEW

NEED FOR SPEED: HOT PURSUIT 2



You see this car? It's your favourite colour, it is.



The Falcons look blockier than the ones in V8 Supercars.

How '80's does this thing look? Is this Miami Vice or what?!



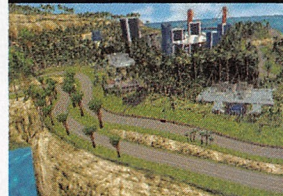
There are many outdoor levels...



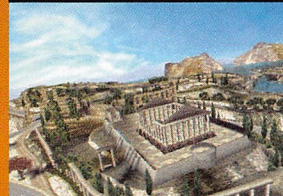
just like this one...



or one like this...



this one appears too...



as does this twisted little gem.

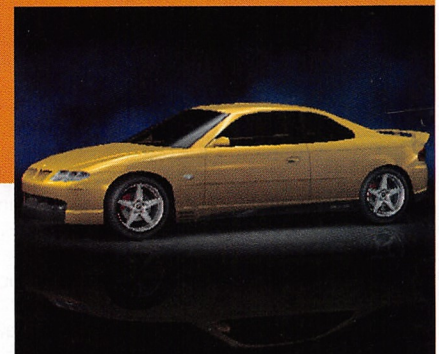


The levels are fairly open and the chases are adrenalin pumping.



"NOW YOU SEE ME, NOW YOU DON'T"

Highlights of the bitumen hugging track designs are the various shortcuts and alternative hidden paths. Whether it's needing to make up lost time by cutting through the thin streets of a shanty seaside town or fishtailing along the unsealed dirt track of a forest, or having to take cover while under pursuit by diverting into a mining shaft to avoid helicopters, or slipping into unmarked hidden paths to get the police off your tail.



HOW BIG IS YOUR GARAGE?

When a friend calls around to show off their shiny new car, you might like to take them on a tour of NFS's garage. Here's your chance to own a Opel Speedster, Vauxhall VX220, BMW M5, Jaguar XKR Coupe, Mustang SVT Cobra R, Dodge Viper GTS, Porsche 911 Turbo, Ford TS50, Lotus Elise, Mercedes-Benz AMG CL55, HSV GTS Coupe, Aston Martin V12 Vanquish, BMW Z8, Ferrari 360 Spider, Ferrari 550 Barchetta Pininfarina, Corvette Z06, Ferrari F50, Lamborghini Diablo 6.0, Lamborghini Murcielago, Porsche Carrera GT Concept Version, McLaren F1, McLaren F1 LM or a Mercedes CLK-GTR!

speeding car, or even call in a police helicopter that drops explosives ahead of the offenders to slow them down. Both these Challenge modes also offer two player racing such as law against outlaw, and simple head to head style events.

Some in-game driving features that you don't see in every game are the 'zone' buttons. At any stage during the race, by pressing R2 for 'Zone Zoom', gameplay is frozen, while a top down camera pans ahead to show you what to expect over the next few hundred metres, then throws you back into the race. This is a great help when planning how to avoid roadblocks, or find shortcuts. The R1 buttons activates 'Zone Freeze' which again, halts the race and then quickly pans 360 degrees around your car, giving you the exact locations of nearby opponents and the dreaded police.

With over 20 licensed ultimate babe magnets available in the game, such as Lamborghinis, McLarens, Ferraris, and Porsches, not to mention Australia's own HSV Coupe GTS and Ford TS50, it's encouraging to witness how smashed up they become after that close brush with the law, or brief encounter with a guide rail, or even an unfortunate head on with that inconveniently positioned building. Windscreens shatter, bonnets gush steam and smoke, plus the bodywork really shows up the hammering the cars experience. The damage done is not only visual but carries through to the cars handling, or lack of in this case. And as long as you keep the vehicles in road worthy condition, the handling from car to car is dramatically different, from sheer torque and top speed to cornering, braking, and even suspension.

The 15 or so tracks are rated from beginner to advanced, and take in the highly detailed sites of desert canyons, Mediterranean seashores, ancient ruins, urban sprawls, and more. The layout of the tracks are also well constructed, in that 'not too hard-not too easy to conquer' kind of way. A variety of weather conditions also make for challenging driving conditions and adds to the overall longevity of the experience.

The game is spilling over with nice graphical touches, from special slow-mo highlights of high flying stunts, to kerbside trees that sway, and

leaves that scatter when you tear past them. The cars of course are showroom worthy, and a mix of glossy reflective finishes and dynamic lighting help bring their high poly count to life. Though as faithful replicas of the real thing, they still don't quite surpass GT3 in terms of detail. One area that does rock though is the audio. Engines vary from car to car, the police CB chatter is crucial, and a lively collection of licensed rock tunes help kick things along.

In showing its arcade heritage, some may find that the damage system is far too forgiving to be an ultra real challenge, and there are framerate bottlenecks issues in the heat of some on screen moments. But for a series that's stayed true to its origins, and managed to successfully revitalise the goodness of a now seven year old series, NFS: HP2 is a shining example of the adage, "if it ain't broke..." This is the best version in the series and it is bound to impress most. ☐ Mike Wilcox

NEED FOR SPEED: HOT PURSUIT 2

Why we'd buy it:	Why we'd leave it:	The Need for Speed series clocks a new top speed with Hot Pursuit 2, splashing more than just a fresh coat of paint over this classic open road racer.
- Outrunning the law never loses its appeal	- No car setup option	
- Thrashing dream cars is a blast	- A little too arcadeish for the purists	
- The series has finally come of age	- You can't earn the cars in real life	
Graphics	Deliciously detailed cars and levels	08
Sound	It's got it all, engines, CB chatter, and tunes	08
Gameplay	Like a 'best of' the NFS series	09
Life span	Half the fun in unlocking the cars	08

PlayStation 2 VERDICT

Found On Rubbish Dump.

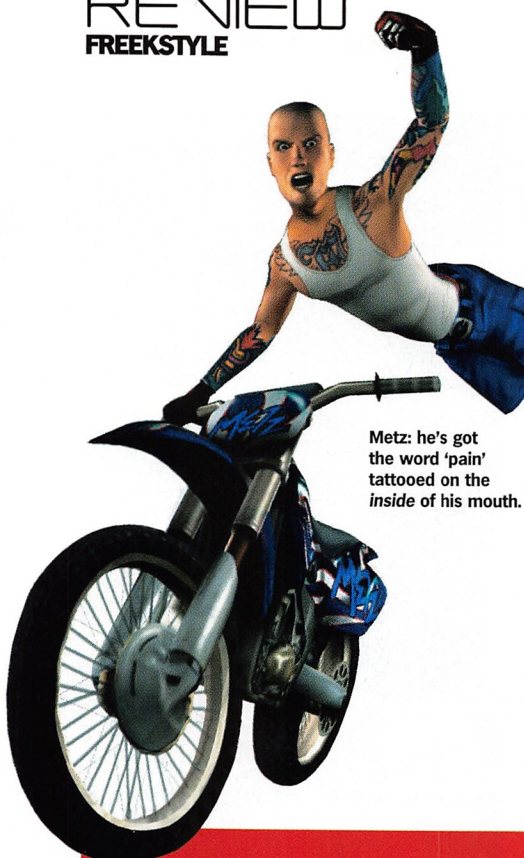


Hold On!



REVIEW

FREEKSTYLE



Metz: he's got the word 'pain' tattooed on the inside of his mouth.



Tricks are pulled by using combinations of the shoulder buttons.

FREEKSTYLE

A freekish design oversight sullies a stylish game. Shame.

Publisher: EA Sports BIG
Developer: Page 44
Price: \$99.95
Players: 1-2
Out: Now
Website: www.ea.com/easportsbig/games/freekstyle
60Hz mode: No
Widescreen: No
Surround sound: No

Back story

This is a new addition to the EA Sports BIG brand most famous for definitive PS2 snowboarders *SSX* and *SSX Tricky*. Other titles put out under the BIG label include *Sled Storm* and *NBA Street*. None has lived up to the mastery of *SSX Tricky*, which is often quoted as one of the top three PS2 titles money can buy.



You can only hope that real-life motocross riders get more career satisfaction than we did when playing *FreeStyle*. That the likes of Mike Metzger, Brian Deegan, Stefy Bau and Clifford Adoptante don't retire as broken men and women, their spirits sapped by a cursed inability to come first in races. That the words, "What was I doing wrong?" don't resonate through their brains as they sit in hospital waiting rooms, awaiting laser surgery to remove the tattoos that are a constant reminder of their wasted existences. And that when they die, the epitaph carved into their gravestones doesn't read, "It just wasn't fair..."

Spend ten hours playing *FreeStyle* and it'd be hard to convince you otherwise. What looks from the exterior to be a thrilling, lightning-paced *SSX* on bikes is in fact a very troubled game. It has the unique ability to inspire rage like no other and cause the invention of so many new swear words. Believe us, if you can put 'ing' on the end of a word and then follow it

with 'hell', it was uttered with biting venom while we were playing *FreeStyle*.

Check out the screenshots. Looks great doesn't it? Well hold that memory in your head and cherish it, because presentation is *FreeStyle*'s strongest point. The courses look suitably dirty (read 'gnarly'), the track locations have been imaginatively designed and the trick animations are smooth and distinctive. Racing is replete with plenty of that 'Ooh, that's quite cool' factor, like when mud that's kicked up by spinning bike wheels sprays at the camera, or when players signal a particularly radical trick with a nonchalant wave to the crowd.

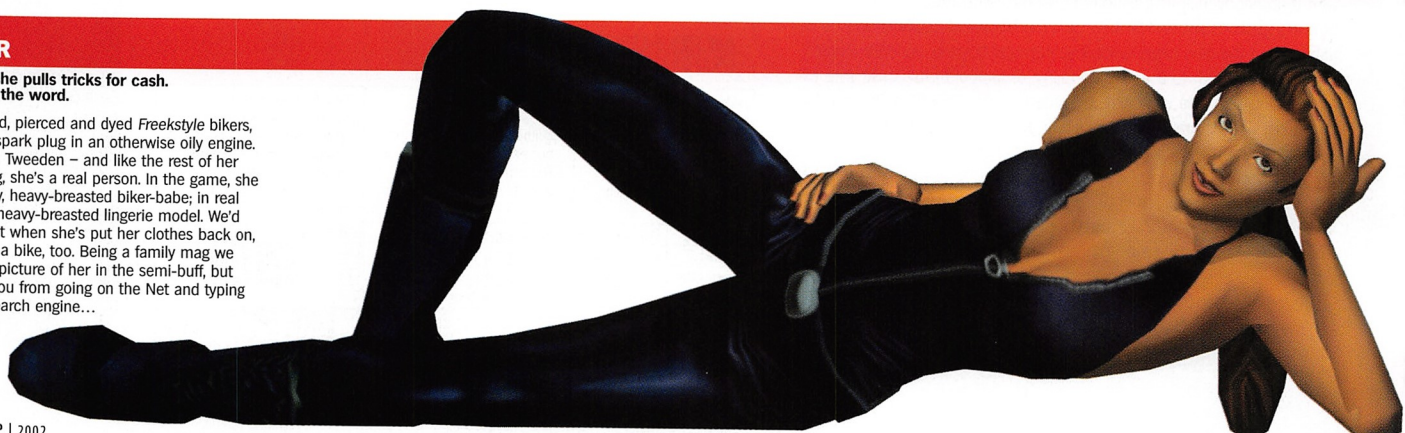
Something else to be celebrated that can't be represented by the screens is the way the bike handles. Okay, we've never actually bailed off a motocross bike from 712 feet and landed teeth-first on a rock, but after feeling the way the *Dual Shock 2*'s vibro function whirrs and thuds when you do it in-game, we've got a good idea. Similarly, the sensation given by different surfaces through the bike and how

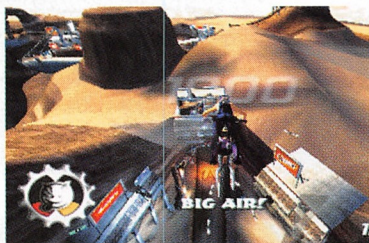


EASY RIDER

Leann Tweeden: she pulls tricks for cash. In both senses of the word.

Among the tattooed, pierced and dyed *FreeStyle* bikers, you'll find a shiny spark plug in an otherwise oily engine. Her name is Leann Tweeden – and like the rest of her less attractive gang, she's a real person. In the game, she appears as a saucy, heavy-breasted biker-babe; in real life, she's a saucy, heavy-breasted lingerie model. We'd hazard a guess that when she's put her clothes back on, Leann is handy on a bike, too. Being a family mag we can't really print a picture of her in the semi-buff, but that doesn't stop you from going on the Net and typing her name into a search engine...

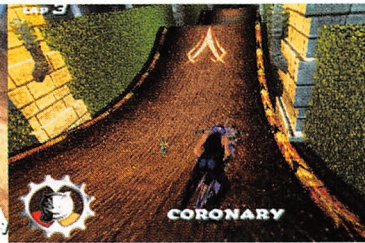




The sense of height conveyed in some of the jumps can give you quite a buzz.



Tricks can be tweaked by pressing @, one of the best ways to get a Freak Out.



Landing tricks is very important. In Freestyle one bail can lose you a race.



Some levels have obstacles to avoid. Here it's burning trees.

this affects speed and control is spot on, with worn, rutted parts of the courses causing a loss of grip and power.

Hold up! Weren't we just priming ourselves to lay into Freestyle? What's with the sympathy? Well, it would be irresponsible not to point out that on the face of it, Page 44's game is quite exemplary. But now, the boot.

LE FREEK, C'EST CHEAT

You don't have to take a degree in game design to appreciate the importance of learning curves to building long-lasting gameplay. What Freestyle so painfully proves is that this only works when you're rewarded for your ten hours gaming graft. Let's explain. In order to gain the upper hand on your opponents, speed boosts can be obtained by performing tricks and trick combos. Without speed boosts, races can't be won and you won't progress or unlock new bikes, costumes or courses. Clearly, it takes a while for you to get good at tricks and in turn (you'd imagine) it takes a while before you start winning races. But, with the utmost frustration – and after your 20th go – you'll realise this isn't the case. You may be pulling all the best tricks and boosting yourself all around the track, but you'll still only manage to achieve fourth or fifth place, making a mockery of the progression system.

Like rubbing petroleum-infected mud into an already stinging gash, Freestyle exacerbates your temper further by making you complete the same course three times, having to come third, third and first respectively. Consider that each track is very long (some take nine minutes to complete) and made up of three laps, and you might understand how this can become a recurring, fever-inspired nightmare very quickly – and where the inclination to swear profusely arises.

It would also help if Freestyle didn't make you feel like the other riders were cheating or at an unfair advantage – an unforgivable design flaw. It's soul-destroying when, after hours of coming last, carefully developing your trick skills and then suddenly finding

Put 'ing' on the end of any word, then follow it with 'hell'. They were all uttered at this game.

yourself in first on the last straight, that a bike should come from literally nowhere and pip you on the line (this happens a lot). However, somebody has to win, and as long as the law of averages wasn't made up by Homer Simpson, eventually it has to be you.

And you do, eventually, but not in the way you were supposed to – by winning races and building up your player stats – usually just by some fluke, or by discovering a short cut. However, by this stage you'll see Freestyle in a different light, the more positive half of the game paling into insignificance. It took just five levels before we'd been made a fool of one too many times, and not caring about the remaining four, walked away from it. Ringing in our ears was the commentator's sneering voice, still taunting, "Try harder!" EA said it would never allow a substandard game to sully the BIG brand. It was lying. □ George Walter

FREESTYLE

Why we'd buy it:

- It's very fast
- It looks brilliant

Why we'd leave it:

- It's just not fair
- It'll make you angry

After calming down a bit we can say that this is potentially a great game, but it's scuppered by a careless lack of fairness and failure to reward skill with progression.

Graphics

Excellent, as we've come to expect from BIG

09

Sound

Rousing rock soundtrack, but too much of it

06

Gameplay

Feels great to play but has barney AI

06

Life span

Potentially ages, but it just prolongs the hurt

06

PlayStation 2 NERDICT

AAH, FREAK OUT!

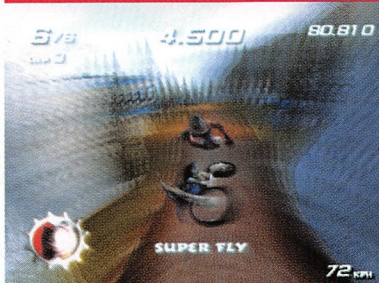
The ultimate speed boost is the Freak Out. Here's how it's done.



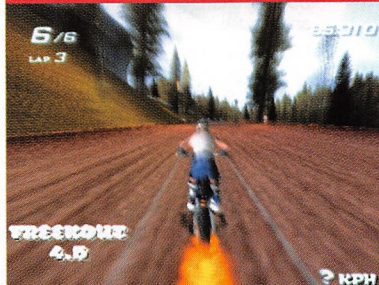
1. Build up your Freak Out meter by pulling tricks (it's the red bar on the bottom left of the screen).



2. When it's full, the Freestyle logo will start pulsating and a noise will indicate that you're ready to Freak Out.



3. Find a ramp (not always as easy as it sounds) and pull off the four-button Freak Out trick.

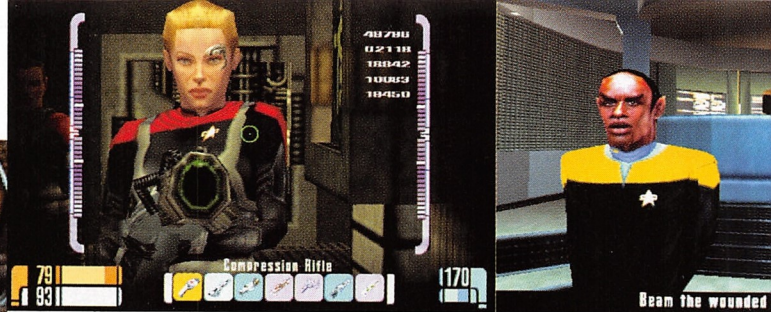


4. When you land, you have a period of motion blurred zen and everything goes tunnel-shaped and dreamy. It won't always win you races but it does look very impressive.

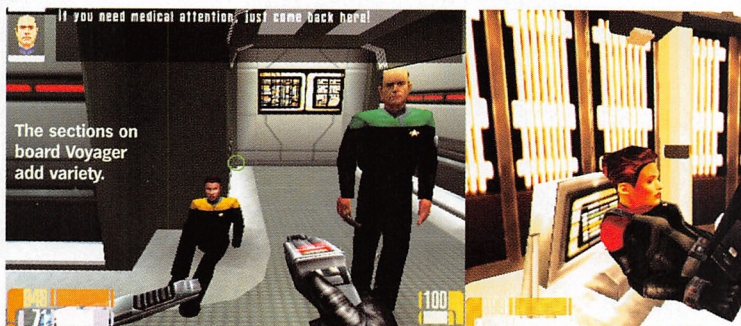
REVIEW

STAR TREK VOYAGER: ELITE FORCE

There's Klingons on the starboard bow, and they've got bloody great laser guns, too.



Feast your eyes on pneumatic robo-babe Seven of Nine, um, and Tuvok.



STAR TREK VOYAGER: ELITE FORCE

Another PC port beams onto PS2 to less than spectacular effect.

Publisher: Codemasters
Developer: Raven Software/Pipedream Interactive
Price: \$99.95
Players: 1-4
Out: Now
Website: www.codemasters.com
60Hz mode: No
Widescreen: No
Surround sound: No
Peripherals: MultiTap, USB keyboard and mouse

Back story

Answering a distress call from a damaged ship, the USS Voyager is mysteriously transported to an unknown quadrant of space. Turns out the ship has been trapped by a sinister alien race (again) and is now drifting in some kind of interstellar graveyard. Playing as Ensign Munro, second in command of the ship's elite Hazard Team, it's up to you to beam aboard the derelict alien vessels and investigate.



Star Trek Voyager: Elite Force should be sealed in an airlock, and blasted out into the cold, hard vacuum of space. Which is something of a shame, because we're rather partial to first-person shooters around these parts, and the PC version was very good indeed. But like some unfortunate crewman whose internal organs have been scrambled in a transporter accident, something very unpleasant has happened to *Elite Force* during the conversion process.

The action opens with Ensign Munro stranded on a Borg ship, stripped of the only weapon capable of defeating the robo-zombies. Suffice to say, the odds are against him – or at least they would be if the Borg didn't just blunder into your fire without any sense of self-preservation. At first we gave *Elite Force* the benefit of the doubt, putting it down to the Borg's cold-blooded lack of fear. But the introduction of each new alien species only saw the same depressing pattern repeated. It's disappointing because first-person shooters live or die on the strength of their AI. Players rightly demand intelligent enemies that roll in grenades and attempt out-flanking manoeuvres. In *Elite Force*, only the Scavengers make any pretence of tactics, and that only amounts to ducking behind a nearby crate and shouting 'Cover me!' The others barely react even when you shoot them square in the face. Populating samey levels with extra-terrestrial cannon fodder just isn't good enough these days.

The aliens needn't worry though, because the juddering frame rate means you'll have a hard time getting a bead on them anyway. Obviously aware of the problem, *Elite Force* includes a customisable auto-aim option that can be set to different levels of sensitivity. Purists will no doubt sniff at the thought of any kind of artificial aid, but even on the highest setting it can't compensate for the clumsy controls and jerky visuals. With several enemies on-screen, things get unbelievably choppy – you almost expect to see plumes of black smoke billowing from the back of your PS2. Not good, and the Multiplayer mode suffers worse. It's not as if all that processing power is being spent on drawing beautiful graphics either: the levels are almost universally bland with repeated textures and average-looking character models. Animation is similarly slipshod – jogging on the spot, ice-skating around levels – it's all here.

Without wanting to, erm, spoil things, the opening Borg mission is actually something of a tease, which hardcore fans will recognise as a riff on Captain Kirk's Kobiashi Maru test. The main game takes place in an interstellar graveyard full of drifting ships. Voyager has been lured here by a strange alien force called the Harvesters, and is now trapped in their powerful gravitational force. With the ship's systems crippled, the Hazard team is ordered to board the surrounding vessels and search for a way out.

Classic *Star Trek* stuff then, and one of the



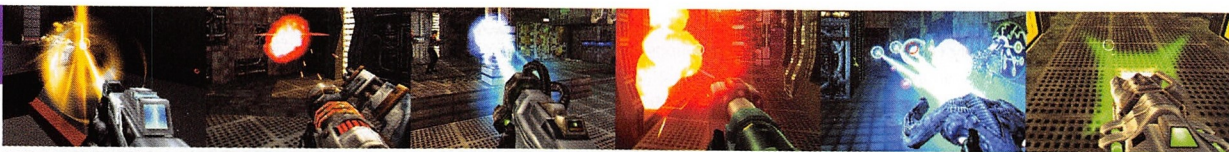
Graphically, the Etherian levels look best, even if the bio-mechanical vibe is a bit predictable.



Multi-level combat is more entertaining but doesn't feature heavily.

FEELING YOURSELF DISINTEGRATE

The phasers are instantly familiar, but check out some of the other weapons in *Elite Force*. The weapons are accompanied by pretty cool effects, feature secondary fire options and can all be used in sniper mode.



1. Compression Rifle

A more powerful version of the basic phaser. The secondary fire uses more power but crisps enemies with a satisfying fizzle.

2. Scavenger Rifle

Rapid-firing, but lacks accuracy. Though it's nice and versatile thanks to the looping explosive round which comprises the alternate fire.

3. Imod

Designed by Seven of Nine, Voyager's half-Borg crumpet, the Infinity Modulator is the only weapon capable of breaching Borg shields.

4. Grenade Launcher

Perfect for high explosive entertainment. In Alternate Fire mode the grenades stick to walls.

5. Stasis Weapon

This Etherian blaster is slow-firing but powerful. Secondary fire utilises a multiple shot spread effect – perfect when faced by several enemies.

6. Tetrayon Disruptor

Like a laser version of the minigun, this beauty spews green death. In secondary fire the bullets will ricochet around corners.

The levels set on board the Borg cube will prove popular with fans.



Using your Secondary Fire mode is satisfyingly easy. The cut-scenes all help add to the game's authentic atmosphere.



This bloke isn't too hard to beat. The Borg beam in for a surprise attack. Flick the switch to lower the lift. Ho-hum.

few places *Elite Force* deserves credit for its attention to detail. Several of the game's characters are voiced by stars of the TV show, including Kate Mulgrew who plays Captain Janeway, the ship's perma-grumpy skipper. It definitely adds a sense of authenticity, as does the faithful look of the user interface. The structure is built on the usual FPS staples – crawling through ducts, clicking control panels to open doors – but there is the occasional attempt at innovation. For instance, after each alien encounter you return to Voyager for debriefing, and during this time you can actually wander around the ship, helping out with repairs and interacting with the other characters. The fact that missions develop on the fly also helps, with new objectives appearing as crew members get captured and so on.

This sense of being part of a developing story line, and the reappearance of the Borg later in the game, might be enough to satisfy committed Trekkers, but can't paper over the gaping cracks in the gameplay. As anyone who's played the original *Turok* will tell you, first-person perspective and platform-based gaming just don't mix. In *Elite Force* the controls are so awkward that just lining yourself up with a doorway can prove irksome, so it seems pretty obvious that including sections requiring inch-perfect jumps is a bit of a no-no.

It only takes a few falls during the Etherian levels, or finding yourself unable to jump out of a puddle of hazardous waste on the Scavenger space station, for the game to start feeling like a total frustratathon. Did we mention the excruciating loading times? Each one pushes the minute mark, and while that might not sound like long, you have to endure it every

You can wander around the ship, help out with repairs and interact with the crew.

single time you die, and whenever the game fires up a new section.

Elite Force is exactly the kind of game that gives PC ports a bad name – undoing the good work done by the likes of *Half-Life* and *Deus Ex*. With *Medal of Honor: Frontline* storming the sales charts and *TimeSplitters 2* on the way, it's tough to think of a single reason why you would want to buy this. Even those of you who sleep with a signed picture of Captain Janeway under your pillow should think twice – and take a long, hard look in the mirror. □ Tim Clark

STAR TREK VOYAGER: ELITE FORCE

Why we'd buy it:

- Medal of Honor has given us shellshock
- We attend Trek conventions in costume

Why we'd leave it:

- Slowdown, poor controls, bland visuals...
- The universe is governed by free will

Graphics	Dated and unbelievably erratic	04
Sound	Good voice acting let down by dull effects	05
Gameplay	Generic FPS fare with poor AI	05
Life span	It's difficult, but not for the right reasons	06

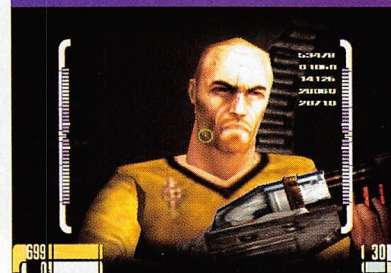
ILLEGAL ALIENS

Introduce yourself to interesting new species, then vapourise them.



1. Etherians

They look like floating manta rays and scream like schoolgirls at an *NSync concert. Highly annoying then, but go easy on the Etherians because it turns out they really do come in peace.



2. Scavengers

This rag-tag bunch of pirates comprises Klingons, Malons, Humans and Hirogens. Use stealth to get past them while they're bickering with each other – or just blast 'em all. Your choice.



3. Borg

These single-minded drones won't rest until they've assimilated the entire universe. Resistance might be futile, but hey, do your best.



Unfriendly fire: If you 'accidentally' hit your teammates they're liable to cut up rough.

File next to *Soldier of Fortune* in the poor PC port drawer. If it's sci-fi shooter thrills you're after, pick up *Red Faction* on Platinum instead.

04

PlayStation 2 NERDICT

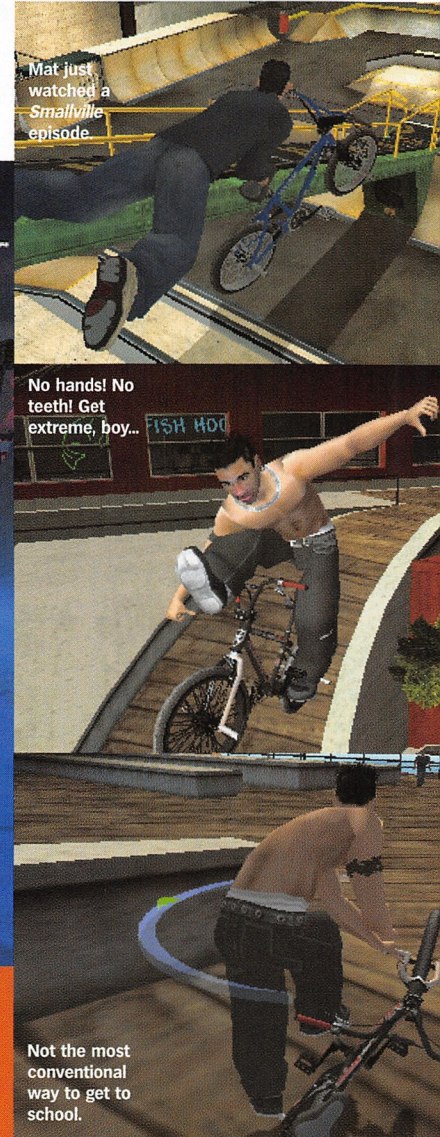


There are way more moves than the PSOne original.

Rolling Lung Spin to Stick B
Nose Manual

MAT HOFFMAN'S PRO BMX 2

BMX fans tired of watching re-runs of *BMX Bandits* now have something to keep them occupied for a long time.



Developer: Rainbow
Publisher: Activision
Price: \$99.95
Players: 1-2 players
Out: September
Website:
www.rainbowstudios.com
50/60Hz switching: No
Widescreen: No
Surround sound support: No

Back story

Activision 02 have just about cornered the extreme sports market with its star-studded lineup of titles. With the promising *Kelly Slater's Pro Surfer* due for imminent release and the magnificent *Tony Hawk* series leading the way it's no wonder. Having signed up big name stars to market and lend creative input into all their products, Activision 02 don't look like stepping down as kings of the hill just yet.



Mat Hoffman's *Pro BMX 2* is another product of the "Developers' Guide to Extreme Sports Games" where the rule of thumb seems to be signing a recognisable big name star to market the product and then throwing in an assortment of lesser lights as playable characters. Yet there's only so many extreme sports out there for game developers to exploit. Where to after that? How soon will we be seeing *Little Johnny Howard's Pro Politics* or *Jamie Oliver's Pro Cooking*?

MHPB2 essentially follows the tried and tested path paved by Activision 02's other titles with no real surprises on offer. However, in place of the typical Career mode, the main play mode in *MHPB2* is a Road Trip theme, much like the *Surf Safari* one featured in the upcoming *Kelly Slater's Pro Surfer*. Players hop on Mat's bus to courses located in various cities scattered across the USA (although how the bus gets to Hawaii where the final course is located is a mystery).

There are the usual range of objectives (racking up set point totals, collecting a series of objects, or riding to difficult-to-reach points) to complete on each course. Completion earns points to unlock other courses, as well as new bikes and clothing for your rider. There are 11 riders to choose from, each with their own particular style, but unless you're a die-hard BMX fan, Mat Hoffman is probably the only one you would have previously heard of.

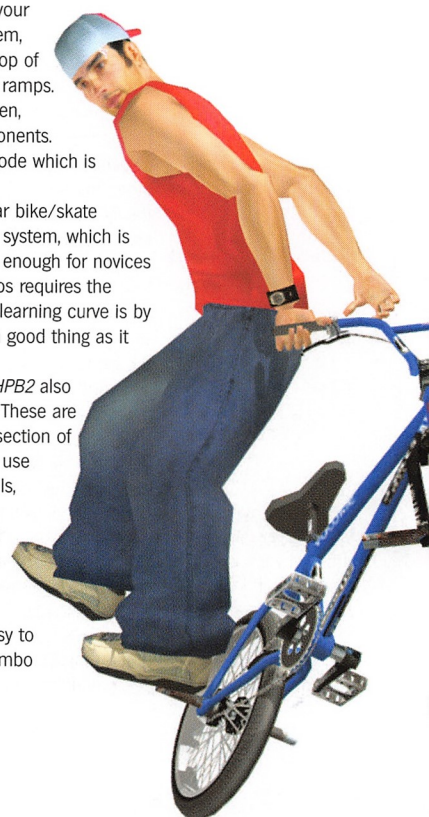
While the Road Trip mode does offer a reasonable degree of challenge there probably isn't as much life in it as the career mode in *Tony Hawk's Pro Skater 3*, which often had players throwing controllers around the room and throwing mini-tantrums. Where *MHPB2* does excel is in two-player mode. Although the presence of Trick Attack, Tag and H.O.R.S.E. might cause some players to roll their eyes with boredom, *MHPB2* thankfully introduces some innovative new games. In

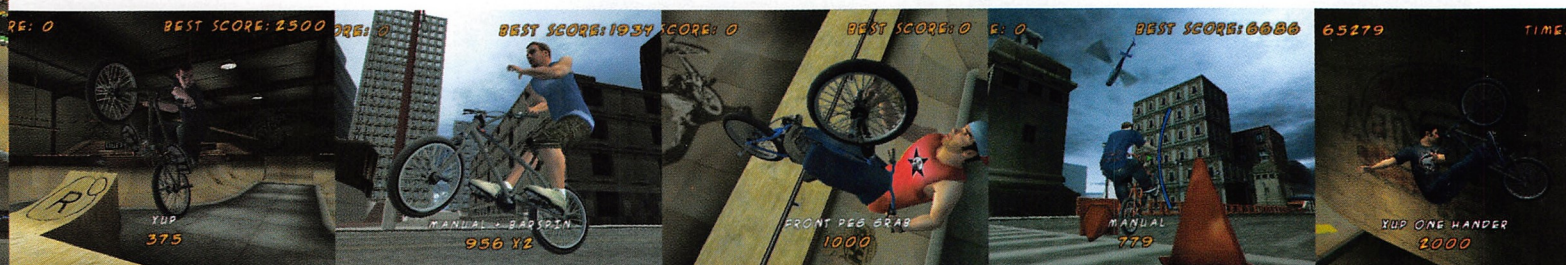
... special tricks and linking together combos requires the practised hand of a master.

Push mode, the aim is to shrink (or push out) your opponent's half of the screen by outscoring them, while in Halfpipe Hell, players must reach the top of a mountain by tricking through a series of vert ramps. Instead of swearing at an unresponsive TV screen, luckless players can now swear at human opponents. Sadly, *MHPB2* doesn't feature a Competition mode which is seemingly a strange omission.

Anyone who has played *THPS*, or any similar bike/skate game, will be instantly familiar with the control system, which is responsive and precise. Basic tricks are simple enough for novices to execute but special tricks and linking combos requires the practised hand of a master rider. So, while the learning curve is by no means steep, it is long, which can only be a good thing as it adds to the game's longevity.

Aside from the usual aerials and grinds, *MHPB2* also sports a new trick system titled Flatland tricks. These are executed during a Manual (typically on a level section of the course) and more experienced players can use them to link into and out of vert sections or rails, making for some long and mega-point-scoring combos. Flatland tricks add another dimension to an already solid library of tricks and are one of the best things *MHPB2* has going for it. Although the game is not as fast as *THPS*, the fluidity of the trick animations is superb. It's easy to spot the individual tricks making up a multi-combo rather than it all being a gyrating blur.





This indoor park is superb.

Why don't these guys wear helmets?

... on a steel horse, I ride...

... and I'm wanted...

... dead or alive.



You have to watch these expensive bikes. They're fast!

Go out and try this trick this very second!

No Footer TAILWHIP



Every single aspect from the original game has been improved.

The soundtrack is one of the highlights and compliments well.

Flatland tricks are more varied and add to the overall longevity.



SAY CHEESE!

Although the Road Trip mode is a little short for our liking, a scrapbook feature goes part of the way to making up for it. Cameras placed in strategic positions on each course fire off Kodak moments when players are in mid-trick. These happy snaps can be edited to capture the best angle, saved and then stored in a scrapbook to show off to disbelieving friends. It's a cool little feature but one that will eat into your memory card space.



MUGGING FOR THE CAMERA

Completing objectives on each of the courses also unlocks a series of video clips for each rider. Apart from the usual clips of awesome tricks and shudder-inducing falls and stacks, there are some funny clips of Mat and co. on a real road trip. Mat hams it up for the camera and we also get glimpses of some other behind the scenes stuff. See Mat eat. See Mat play PS2. See Mat proudly showing off his new daughter, Giovanna. Wicked, yeh?

Like other games of its kind, *MHPB2* features a stellar lineup of music artists and some excellent tunes to listen to as you're shredding a course. The likes of Suicidal Tendencies, Gang of Four, Crazy Town, and Bomfunk MCs are all featured. As usual, music playlists can be customised to your heart's content. Unfortunately, not all of the tracks are available from the start. Players have to search for CDs hidden on each course.

Given all of the above, perhaps the most disappointing feature about *MHPB2* is the course design, which is really where games of this type live and die. While those are better than average, when compared to the courses featured in the *THPS3* series, the courses do tend to leave players feeling slightly unsatisfied. Well, this is a BMX and not a skate game, you say. True, different rules do apply and the feel of the game is different. However, *OPS2* reckons players will be spending plenty of time using the easy-to-use level editor trying to design improved courses.

The first problem is that, apart from the Portland course, all the courses can really be divided into two categories. The first are the park-type courses (such as Oklahoma and Hawaii) where the emphasis is on vert riding, with plenty of bowls and ramps featured. The second are the street-type courses (such as Los Angeles, Boston and Las Vegas) which typically contain long rails, ledges, and steps for grinding, with funboxes and booster ramps dotted all around.

Portland is an exception as it is a course with a nice mix of both styles, embedded into a mountain setting. It's really the only course in which the developers turned up the creativity dial. Whilst the other courses may actually bear plenty of similarity to the actual cities on which they are based, at the end of the day we're talking about a video game here, folks where a bit of flamboyance and imagination doesn't go astray.

All of this means that although there are eight courses in all, you feel like you're only getting three. Whilst the two park courses are different enough to add variety, but unfortunately all the street courses

play very much alike.

Another couple of gripes with the courses are that they are not on a very grand scale and are pretty featureless. Apart from the odd pedestrian diving for cover as you zoom by, and cars patrolling the same routes on the streets, the courses feel a bit dead. You'll probably find more life at a knitting circle. Also, some courses have streets and tunnels that lead nowhere. Try to ride down them (as they appear to lead somewhere) and you'll be magically transported back to another section of the course. Combined with the mediocre design, this makes many of the courses feel like last-minute rush jobs.

It's a pity that *MHPB2* is let down by some average courses and design. On the whole, it's probably a more well-rounded game than *Tony Hawk's Pro Skater 3* and it's immediate rival, *Dave Mirra 2*. *OPS2* is hoping that third time's the trick for Mat. ☐ Derek Lee

MAT HOFFMAN'S PRO BMX 2

Why we'd buy it:

- Huge list of tricks
- Good balance of one and two player fun
- Cool scrapbook and unlockable features

Why we'd leave it:

- Courses are too similar and feel rushed
- No Competition mode
- Doesn't add anything innovative to the genre

Whilst impressive in many areas and exceptional in some, *MHPB2* still doesn't quite live up to expectations.

Graphics	Smooth, detailed animation	08
Sound	Rocking tunes but playlist is a little short	08
Gameplay	Plenty of amazing tricks with intuitive controls	09
Life span	Indifferent courses but two player adds life	07

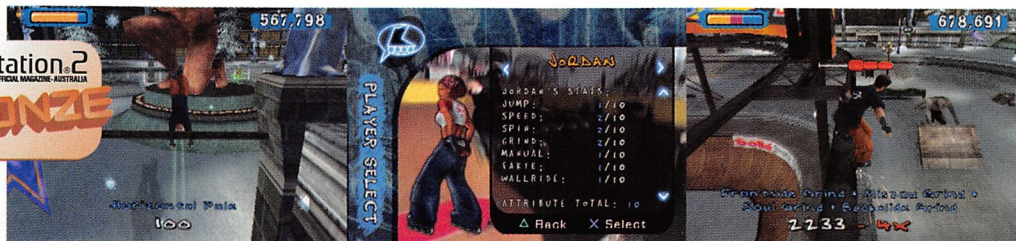


PlayStation 2 VERDICT

REVIEW

AGGRESSIVE INLINE

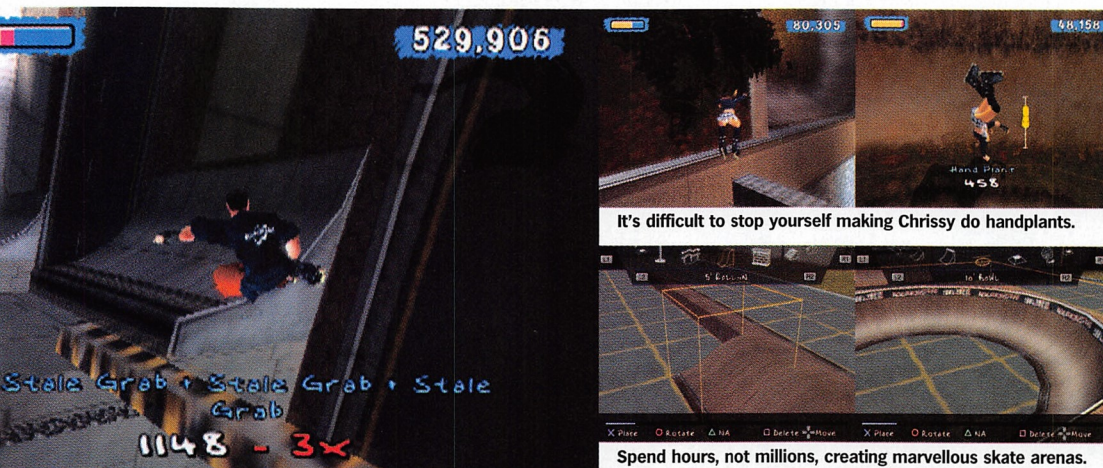
PlayStation 2
BRONZE



Those crazy kids, always hanging around town just looking for trouble.

All of the characters have individual stats. They'll get better when you do.

Parallel bars are the perfect opportunity to build up tricks and transitions.

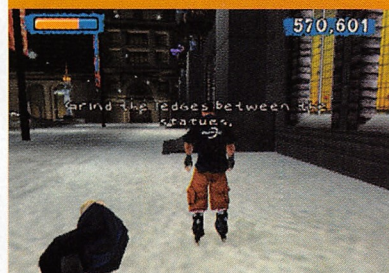


It's difficult to stop yourself making Chrissy do handplants.

Spend hours, not millions, creating marvellous skate arenas.

TALK AIN'T CHEAP

Unlock extra level challenges by talking to everyday folks. Here's an example:



Characters that are worth talking to are clearly marked on each level. Simply approach them and press **○** to receive your next wheeled mission.



This one's all about grinding the ledges, hit **○** when you're within a good distance and hang on!



Do all four ledges successfully and the statues fall down. You get your points, everybody's happy. Wool!



A beautiful grind. Grind the gap. Never grind the Buzzcocks. See it, grind it. Then grind it again.

AGGRESSIVE INLINE

We've come a long way since the days of the rollerdisco.

Publisher: Acclaim
Developer: Z-Axis
Price: \$99.95
Out: Now
Website: www.acclaim.com
Players: 1-2
60Hz mode: No
Widescreen: No
Surround sound: No

Back story

Z-Axis is no stranger to the arena of the radical. They are the guys behind Dave Mirra Freestyle BMX, Thrasher Skate and Destroy and Freestyle Motorcross: McGrath vs Pastrana. In addition to converting the sport of aggressive inline skating into PS2 form, Z-Axis is busy turning the bike stunt genre into an unseemly orgy of sex, violence and dog dirt in Dave Mirra BMX XXX.



Aggressive Inline opens with a pseudo-grainy skate vid introduction movie. Huge aeriels. Jump cuts. Low-slung cargo pants with CK arse-gear proudly displayed. It's clear from the off that Z-Axis has created a game that's as much about capturing a lifestyle as it is about recreating a sport. The five main modes of gameplay – Career, Freeski, Timed Run, Multiplayer and Park Editor – are all staples of the genre. But if you've never skated before, the first Career level takes the form of a tutorial. There's no need to complete more than the basics before getting your teeth into the first of the main arenas where the fun really begins.

Ten pros including the likes of Matt Salerno and Chris Edwards await you, as do Chrissy and Jordan, the cheekily-clad and generously endowed skate-babes. A newly-created 'boob technology' system (seriously, that's what the developers have called it) means that concentrating on the skate action is sometimes harder than it sounds. The character movement is smooth and detailed while the animation of character clothing is superb. The levels are also colourful and hugely expansive.

Anyone who's played a skate or BMX game will be on familiar ground here. As usual, points are awarded for grabs, tricks and spins, activated by a combination of a well-timed takeoff and a joystick button finger ballet. Rather than getting frustrated by two-minute time limits, playtime is determined by a 'Juice Meter'. Keep performing decent tricks, pick up juice boxes to power the meter and you can stay skating as long as you like. *Aggressive Inline* rewards variety. So landing a weak trick is often better than blindly repeating one big money manoeuvre. You can use the extra time to explore and unlock extra challenges. Cut-scenes and other

level rewards also keep things interesting for those getting sore thumbs.

One of *Aggressive Inline*'s few drawbacks is a lack of customisation. Skaters can increase their abilities, but the process is automatic. The Park Editor is a fun distraction but it's unlikely you'll spend hours getting the right combination of jumps. A highlight is the multiplayer option where mini-games provide a break from constant trick-seeking. There are also extra characters to unlock including Goddess, Mummy and Bombshell. But there's no sense of stamping your own mark on the game and no DIY skater construction.

Playability, accuracy and personality are the keys to successful sports games. And there are no complaints here. The levels are straightforward, each one previewed with a brilliant fly-through. The sound effects and the pumping ska/rock/hip-hop soundtrack only add to atmosphere.

Yes, it's another skate game. No, it's not groundbreaking. Yes, it's addictive. So much so, you'll probably spend Friday with the phone off the hook listening to ska. **□ Mark Wyatt**

AGGRESSIVE INLINE

Why we'd buy it:

- All the fun of extreme sports without the physical effort
- It's huge, damn huge
- Chrissy's skirt and the word 'grinding'

Why we'd leave it:

- *Tony Hawk's 4* is right around the corner
- Could do with a little more customisation

There's more than enough inline action to keep you impressed, entertained and amused until *Tony Hawk's 4* says "Buy me, dude."

Graphics

Cartoony, smooth, fun and flowing

Sound

Pumping soundtrack, good sound effects

Gameplay

Fun = you + inventiveness + patience

Life span

Unlock secret characters, watch the vids

08

07

07

08

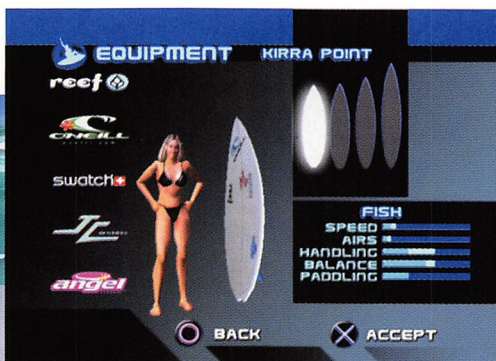
08

PlayStation 2 NERDICT

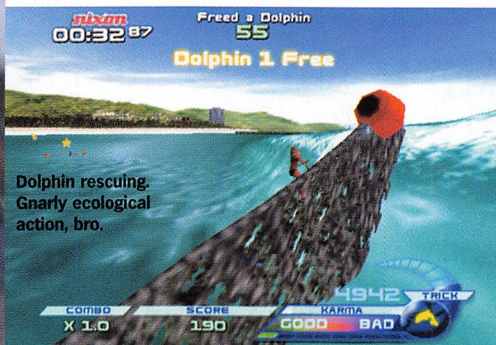


REVIEW

TRANSWORLD SURF



Dude, looks like a lady! Not the best surfer, but her 'statistics' are certainly impressive.



Dolphin rescuing. Gnarly ecological action, bro.

GIVE US A WAVE

Shoot the curl, ride the tube. Get surfing like a pro with this four-step guide to riding a big one.



1. Be patient

You'll crouch automatically. Hold your line and wait for the wave to start curling above you.



2. Stay on target

This looks bad but nine times out of ten you'll make it through before the water crushes you.



3. You made it!

Dip an arm into the wave with the © button to show your contempt for nature. Then wait for the daylight.



4. Relax

Smile. Wave. Ride into the sunset and lap up the adoration of bikini-clad beach babes everywhere.

TRANSWORLD SURF

Hang ten for the extreme sports game that prefers karma to carnage.

Publisher: Infogrames
Developer: Angel Studios
Price: \$99.95
Players: 1-4
Out: Now
Website: www.transworld.com
60Hz mode: No
Widescreen: No
Surround sound: No

Back story

Established in 1984, San Diego's Angel Studios has a CV as long as your arm. You'll know it as the developer behind Rockstar's *Smuggler's Run* and *Midnight Club* series. If *TransWorld Surf* proves to be a success, expect a string of similar extreme sports games based on the *TransWorld* licence.



Surfing is such a cool sport. For years it's been used to make everything from Old Spice to Patrick Swayze look good. It's also the only hobby where you won't be frowned upon for buying a rubber suit, a tub of Sexwax and a leash.

The problem with making surfing into a game is not only getting the water right but recreating the overall experience. To be honest, Angel Studios has actually made a pretty good job of it, and has incorporated catching the wave, tube riding, tricks off the lip and wave selection into what is a simple game with a good degree of depth. *TransWorld Surf* has also stolen some features from the extreme genre with Competition, Freesurf, Tutorial and mission-based levels. Happily, it also retains the look and feel of a decent sports sim. There's no futuristic nonsense here.

So what about the game's water technology? The smooth and gloriously glassy breakers come in a variety of shapes and sizes – although the interaction between surfer and wave can be a little ropey at times. There's no feeling of digging an edge into a wave. You're simply skidding on top of them. When you've mastered standing up, timing and balance are crucial. Whether you've paddled out or taken the far more sensible option of a tow-in to the ripple of your choice by the sultry-voiced Reef Girl, miscalculate a wave and you'll wipeout and get a faceful of brine. You must pump along the face of the wave to maintain your position and gain speed to attack the lip.

Once you've got to grips with the basics you'll see that getting huge point scores and winning competitions is all about maintaining a good trick rhythm on the wave, getting off it cleanly and using barrel sections to multiply your total. Competitions are definitely the toughest bit of the game. There's a time limit, only your best three waves count and

your competitors don't make mistakes. Stick with it and practise, because these contests are the only way to unlock better surfboards and new locations. Add to that competing with friends, or bullying them off Last Man Standing mode in multiplayer and it's a tidy game indeed.

As is the norm with extreme titles, the game features real-life pro boarders including Tim Curran and Australia's Taj Burrows. Pick your rider carefully though – character stats vary and it will affect how you ride the waves. It's also worth noting that *TransWorld Surf* is not just about incessant wave riding. Missions will have you freeing dolphins, scaring seagulls and pulling monster moves for magazine photographers. You're also rewarded for respecting other surfers, gaining more points via a Karma Meter. Peace, man.

The one major drawback of the game is that it lacks any exploration factor. You're restricted to limited areas of each wave. After repeatedly riding the same tubes in the same locations, it's rather like watching a surf video in a sports-themed pub: really exciting for the first few minutes, then just a series of glistening wave after glistening wave... □ Mark Wyatt

TRANSWORLD SURF

Why we'd buy it:

- It's the first decent surf sim for the PS2. Ever
- There are some superb graphical touches

Why we'd leave it:

- Limited by its subject
- No one cares about karma. Let's rock!
- *Kelly Slater's Pro Surfer* looks and plays way better

Surf's up and this game is fun and faithful to its subject. But the lack of exploration compared with a top notch skate or BMX game will leave you feeling slightly cheated.

Graphics Smooth wave effects, good characterisation

Sound Roaring sea. Rockin' surf tracks

Gameplay Repetitive, but competitions make up for it

Life span Initially tricky, then great, then slightly dull

07

06

06

06

06

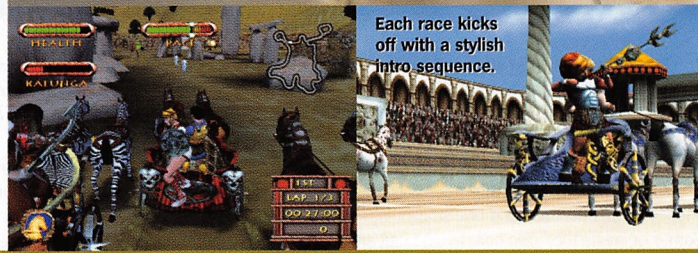
PlayStation 2 NERDICT



With several chariots on-screen at once, it's too tricky to time your blows. Just hammer away at the joypad instead.



Lean hard into those corners.



Each race kicks off with a stylish intro sequence.

CIRCUS MAXIMUS: CHARIOT WARS

What have the Romans ever done for us? Invented chariot racing for a start.

Publisher: THQ
Developer: Kodiak
Price: \$99.95
Players: 1-4
Out: Now
Website: www.kodiakgames.com
60Hz mode: No
Widescreen: No
Surround sound: No

Back story

Based in the Mormon centre of the world, Salt Lake City, Kodiak Games was formed in 1997. You may remember them from such games as *WCW Backstage Assault* and *WCW Mayhem*. Tiring of licensed games, they've come up with something original. Hurrah for them.



New Ideas are great and all too rare in videogames, so let's take a moment to raise a ragged cheer to everything that's good about *Circus Maximus* before we throw it to the lions of criticism. Take a racing game and cross it with a beat-'em-up. There. It's that simple. But like all great ideas, the simplicity is its genius. *Circus Maximus* puts you in charge of a two-man slay team whose mission it is to race faster and stab harder than anyone else.

There's an intensity to the game that's momentarily brilliant. As you struggle to keep your careering chariot on course while simultaneously launching savage attacks on your adjacent opponent, you'll feel a surge of unadulterated pleasure. The first time you cross the finish line ahead of your three battered and bloodied rivals, you'll enjoy a deep sense of satisfaction. Unfortunately, like many of the courses, it's all downhill from there.

The game's structure is familiar. Win races, collect prize money and unlock more courses from the 19 on offer until you reach the ultimate arena, the *Circus Maximus* of the title. Winning races is simply a matter of crossing the finishing line first, a goal that is best achieved by reducing your opponent's hit-points to zero by hitting them or forcing them off the road (they do respawn, but lose time doing so). The courses are bumpy, cross-country affairs littered with obstacles (look out for that falling menhir!) and short cuts that reward repeated play by unvelling their secrets. Forget *Colin McRae* – if you're after extreme rallying action, it doesn't get much tougher than this.

However, *Circus Maximus* is deeply flawed. It's one of those games that gets worse the further

you progress. On the early courses you can forgive the game some of its less polished aspects as the racetracks are basic, driving your chariot while fighting is a doddle, and you can just sit back and concentrate on the excitement and the blood.

As you progress, though, you will be expected to sharpen up your driving skills; there are cliff edges to avoid, jumps to make and many more obstacles to dodge. While an increasing difficulty level is a good thing in theory, in this case it's tedious because the game becomes increasingly stop-start. And the fighting never really progresses beyond button-mangling either.

Sadly, *Circus Maximus* will have you hurling your joypad across the room in frustration. And what started out as an original spin on a genre, soon starts to look thin on ideas. While the odd deathmatch is thrown in (where the last man standing is the winner) the gameplay fails to develop, and after the initial thrill, there's only so much slightly sub-standard racing you'll want to experience. □ **Steve Faragher**

CIRCUS MAXIMUS

Why we'd buy it:

- It's a new idea and deserves to be supported
- It's quite fun for the first couple of hours
- Good multiplayer

Why we'd leave it:

- Lacks the polish we expect from our PS2 games
- Gets a bit boring a bit too quickly

A splendid idea that's marred by a lack of class in its execution. We have high hopes for any sequels, though. This is certainly worth renting for the night.

Graphics	Okay, but not as sharp as we'd like	07
Sound	"I'm gonna kick your ass!" not very Roman	06
Gameplay	Fun, but too samey in the end	06
Life span	Grinds you down instead of rewarding you	06

06

PlayStation 2 NERDICT

SO BARBARIAN LIKE YOU

The power-ups add some much-needed gameplay variety. Unfortunately, there are only five of them.



The lightning icon means that we've got the opportunity to throw our weapon at any chariots behind us. Can your mother sew? Well, stitch this...



The flames indicate that we're travelling at an increased speed in a humourously cartoonish way. However, the effect wears off all too soon and the other chariots catch up with you again.



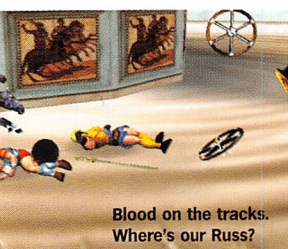
The crossed swords icon means that, for a short period, our attacks are doubled in their ferocity.



The shield power-up provides us with double our defensive power for a short period of time.



White-coloured power-ups are health revivers. Just the thing if you've recently been involved in a four-chariot pile-up on the Emmus Oneus.



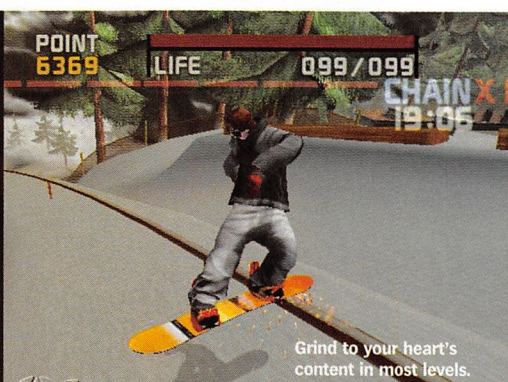
Blood on the tracks. Where's our Russ?

REVIEW

ESPN WINTER X GAMES SNOWBOARDING 2 :: NEXT GENERATION TENNIS



Just chillin'



Grind to your heart's content in most levels.



ESPN WINTER X GAMES SNOWBOARDING 2

Looking for a game to placate those extreme snowboarding urges throughout the Aussie Summer?

Publisher: Konami
Developer: Konami
Price: \$99.95
Players: 1-2
Out: Now
Website: N/A
60Hz Mode: No
Widescreen: No
Surround Sound: No



If you find *SSX Tricky* just too kiddy and want something geared towards the simulation sidethen you might want to snap on your goggles and check out ESPN's snowboarding sequel.

Players can select from a nice selection of male and female pro-boarders and dive straight into the X Games or create their own boarder and embark on a detailed career that has you building up your attributes. The latter mode feels like the 'meat and potatoes' of the game, as you select your appearance and find yourself in a virtual village, competing in small fry events to earn cash and constantly trying to attract a sponsor.

The X Games is composed of four events including Slopestyle where you pull off tricks for

maximum points down a track laden with obstacles, Snowboarder X, which is basically a humdrum race, Superpipe – a halfpipe, and finally Big Air, which is self-explanatory.

Unfortunately there are only two rounds in each event, which means they're far too short. Slopestyle and Superpipe are two events that will provide the most gameplay, although neither comes close to replicating the finesse of *THPS* due to the simple way tricks are performed and the lack of combos.

Still it's all in the name of realism and the graphics of *ESPN XS2* are finely detailed. The only thing that could be criticised is the sparseness of some of the Slopestyle tracks which really need more objects to help players string together some over the top moves. **James Ellis**

ESPN WINTER X GAMES SNOWBOARDING 2

Why we'd buy it:
- Some fun to be had in the Career mode

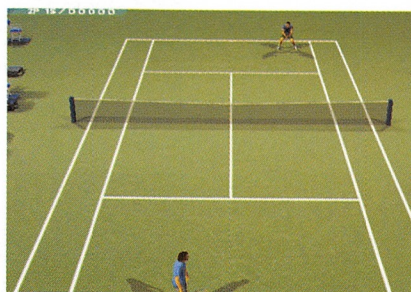
Why we'd leave it:
- More courses needed with more variety

Graphics 07
Sound 09
Gameplay 07
Life span 06

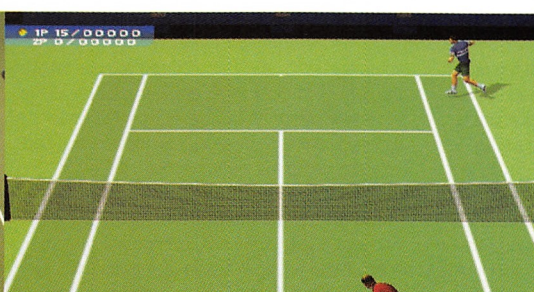
A decent offering but many gamers will find it lacking that fun factor.

07

PlayStation 2 VERDICT



Visually, it isn't that far behind its competition. But there isn't a lot to get wrong!



There are serious collision issues.



Some courts 'play' faster than others.

NEXT GENERATION TENNIS

'Next generation' is a dodgy title for a game that plays poorer tennis than your grandmother.

Publisher: Take 2
Developer: Carapace
Price: \$89.95
Players: 1-4
Out: Now
Web Site:
<http://www.wanadoo-edition.com/uk/menu.htm>
60 Hz Mode: No
Widescreen: No
Surround Sound: Yes
Peripherals: MultiTap



Next Generation Tennis is the latest release on a system that already has a couple of solid tennis titles in the likes of *Smash Court Tennis*, *Slam Tennis* and the upcoming big boy *Virtua Tennis 2*. It features the standard options including Arcade, Exhibition and Career modes as well as a roster of pro players including Henman, Kuerten, Rubin and Schett. But with so many similar games the question of whether this new title has any benefit over its competition arises. The answer is a booming 'No'. The gameplay of *NGT* is so bad that it feels half finished – perhaps a rush release in the hope that cover boy Henman would've won Wimbledon? Outlandish flaws such as sluggish player controls, and poor command over shots means you'll only

take this game seriously for a few moments before it drags you down. Unforced errors abound just about any time you try to knock the ball to the far side of the court, regardless of your preparation. *NGT* might stand as the only game ever where you're expected to break serve every time. It's just too easy to stand a metre inside the baseline and 'tee-up', continually producing killer returns of serve. Players will also find that it is almost impossible to anticipate where the next shot is going, thanks to some unforgivably poor collision detection.

The graphics are a let down. Whether you're talking about the players' blurry bland faces or the sprites that comprise the crowd, *NGT*'s graphics match the gameplay's poor standard. It loses out to all competitors already available. **James Ellis**

NEXT GENERATION TENNIS

Why we'd buy it:
- For Insane Tim
Henman freaks only

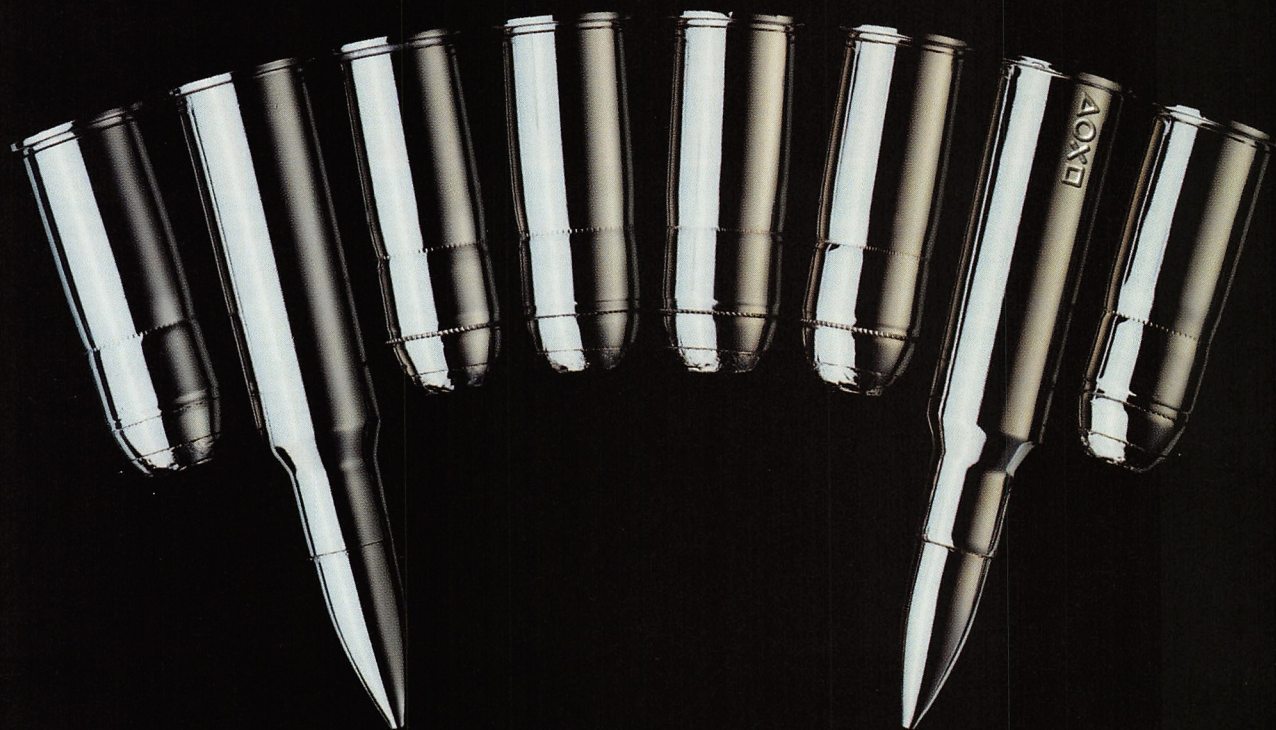
Why we'd leave it:
- There are better tennis games available

Graphics 04
Sound 06
Gameplay 02
Life span 04

The gameplay is so bad that it's guaranteed to make you sad.

06

PlayStation 2 VERDICT



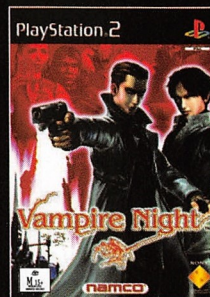
Vampire slayers unite

Load up with ammo and join the quest to release a medieval village from the grip of bloodthirsty vampires. Blast away with one or two players through waves of immortals intent on spreading their cursed bloodline. But beware, as you near the climax of your hunt, a horrifying secret will be uncovered. Arm yourself with Vampire Night, also available bundled with the G-con™2 gun. It's the only shooter with bite and it's only available on PlayStation®2. www.vampire-night.com

namco

G-con 2

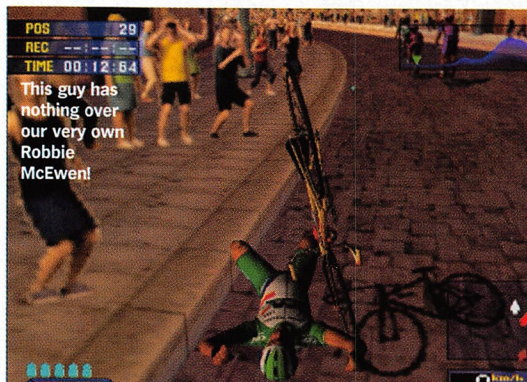
M 15+
MAY 15+
RATED (USA)



PlayStation 2
THE THIRD PLACE

REVIEW

LE TOUR DE FRANCE :: FORMULA ONE ARCADE



The real riders aren't in there, but you can always fantasise about being one of the Aussies like Stuart O'Grady.



A dynamic replay camera makes races look far more exciting than they actually are, provides a fine view.

Publisher: Konami
Developer: KCE OSA
Price: £39.99
Players: 1-2
Out: Now
Web site: www.konami.com
60Hz mode: No
Widescreen: No
Surround sound: No



Cycling? You can't get a more earthy subject game than this one. And anyone who'd forsake a pleasant bike ride in the country for its awkward virtual equivalent really should visit a doctor soon.

So *Le Tour* has the cards stacked against it from the start – by their very nature, bikes lack the appeal of fast cars. It's a shame, this game has genuine innovations. Cars don't get tired, but the bloke who's dragging a few kilos of aluminium-on-wheels around the French countryside really suffers.

Hence, you can't win a race by maintaining top speed and hoping your brakes are up to the job on sudden corners, as you need to conserve energy for when it matters. A finite supply of water provides partial recovery should your stamina drop too low,

but fail to manage it well and you'll grind to a halt. Also key to being a successful Tourer is an understanding of your bike – you can't hurtle around a corner at top speed, so instead you need to predict the braking distance. Get it wrong and you'll hit the wall and tumble, which raises your biker's damage meter.

Despite these nuances, speed remains the major factor. Holding down provides a steady rate and doesn't use too much energy. You can also freewheel (best done downhill as freewheeling uphill does not make a winner) to regain stamina, but when you really want to go for it, you need to tap .

Unfortunately, there's nil points for presentation. *Le Tour* is a curio, but it's too rough to have anything but niche appeal. **Alec Meer**

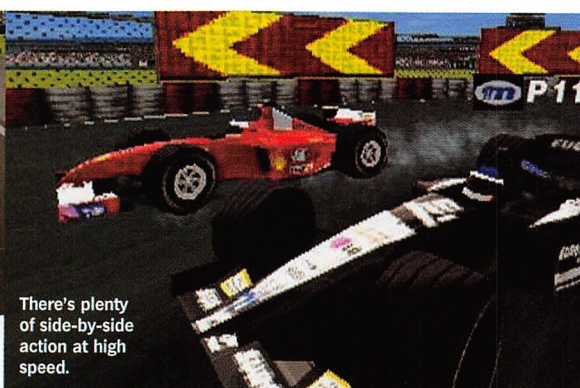
LE TOUR DE FRANCE

Why we'd buy it:		Why we'd leave it:	
- It's a unique approach to racing		- Low on adrenaline - Graphically unexciting	
Graphics	05	It's destined to be ignored by those who don't care about bicycles.	
Sound	04		
Gameplay	05		
Life span	05		

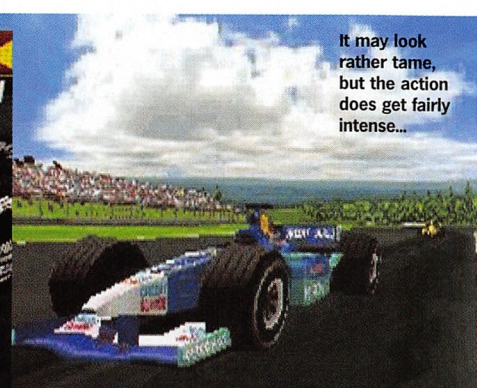
PlayStation 2 **VERDICT**



All of the usual suspects are in there, but the gameplay is much different to what you'd expect.



There's plenty of side-by-side action at high speed.



It may look rather tame, but the action does get fairly intense...

FORMULA ONE ARCADE

Possibly the last lap for F1 games on the PSone.

Publisher: Sony
Developer: Studio 33
Players: 1-2 players
Price: \$49.95
Out: Now
Website: www.scee.com
60Hz mode: No
Widescreen: No
Surround Sound: No



This game is roughly what the result would be if you took any of the number of F1 titles for the PSone and removed their simulation mode. What are you left with? Considerably less, actually.

F1 Arcade is marketed towards the 'non-F1 enthusiast', or those who don't have the patience for learning the perfect driving lines, accurate car set-ups and appropriate pit stop strategies ordinarily associated with the genre. This raises an important question about the game; how many 'non-F1 enthusiasts' would want an F1 game? It is almost inconceivable to think that anyone would buy an F1 title for the arcade mode alone, so why devote an entire game to it?

Perhaps an arcade version of F1 racing would

have worked better if the developers had made it a more extreme affair, similar to what *NBA Jam* did to basketball, with over-the-top effects, jumps and power-ups. There's only a handful of meagre power-ups like generic turbo boosts and tyre replacements with no real innovations.

The game severely lacks options. You can either have a single race, or play the stage mode where you gain driver skill ratings in order to unlock those same F1 tracks we've been racing on for years. Even the commentary is gone, replaced with some gratingly repetitive metal elevator music.

F1 Arcade does represent all the drivers, constructors and exotic track locales from the 2001 F1 season, so at least it has something to boast on the back of the box. **Tristan Ogilvie**

PS one™

FORMULA ONE ARCADE

Why we'd buy it:		Why we'd leave it:	
- Practise commentating your own race.		- As exciting as a dinner date with Nigel Mansell.	
Graphics	07	Less than half of a good F1 game, so it gets less than half the score.	
Sound	05		
Gameplay	04		
Life span	05		

PlayStation 2 **VERDICT**

GRAND THEFT AUTO: VICE CITY

YOU WON'T FIND ANYTHING ON THIS PHENOMENAL GAME BEFORE YOU READ IT HERE FIRST!
OPS2 HAS ALL THE INFO AND SCREENS YOU'D KILL TO SEE. DO NOT MISS THE INSIDE STORY...

NEXT MONTH IN
OFFICIAL
AUSTRALIAN
PLAYSTATION
MAGAZINE

++ *OPS2* WILL BE *THE* SOURCE TO FIND OUT EVERY SINGLE DETAIL THAT YOU'VE BEEN DYING TO KNOW ON *GRAND THEFT AUTO: VICE CITY*. OUR MASSIVE FEATURE IS GOING TO HAVE YOU DROOLING. AND THAT'S GUARANTEED!

++ WE HAVE SOME OF THE BIGGEST REVIEWS COMING YOUR WAY. FIND OUT ONCE AND FOR ALL WHETHER YOUR 'MOST WANTED' GAMES ARE HITS OR MISSES. WE'LL GIVE YOU THE LOWDOWN ON TWO HUGE SEQUELS - *RED FACTION 2* AND *ONIMUSHA 2*

++ REAL LIFE GETTING YOU DOWN? IT'S TIME TO PLAY GOD AS *THE SIMS* COMES TO PS2!

++ PREVIEW SPECIAL: WE PLAYTEST *THE THING*, *SUMMONER 2*, *TIMESPLITTERS 2*, *BLADE II*, *TUROK EVOLUTION*, *NINJA ASSAULT*, *FERRARI 355 CHALLENGE* AND ALL OF THE BIGGEST GAMES THIS SIDE OF CHRISTMAS

++ IT'S ALL ABOUT THE CLAWS! GAMING HEAVYWEIGHTS ACTIVISION AND COMIC BOOK GIANT MARVEL REVEAL WHAT IT TOOK TO BRING THE X-MEN'S HIRSUTE AND TALONED *OUTCAST* TO PS2

++ HIDDEN TREASURES, REVISIT PAST GLORIES, OR DISCOVER NEW ONES, IN THIS SECRET-CRACKING GUIDE TO EXTRAS TUCKED AWAY INSIDE YOUR PS2 GAME COLLECTION

++ WE TAKE A BIG IN-DEPTH LOOK AT THE BIGGEST WRESTLING GAME TO HIT SINCE *JUST BRING IT!* *WWE SMACKDOWN: SHUT YOUR MOUTH* IS SHAPING UP AND *OPS2* TAKES IT HEAD ON!

++ PLUS: *LETHAL SKIES*/ *MARVEL VS CAPCOM*/ *EVIL DEAD 2*/ *PRIDE FC*/ *ALTAR ECHO*/ *TRUE CRIME*/ *POWERPUFF GIRLS*/ *THIS IS SOCCER 2003*/ DVD MOVIE REVIEWS/ *RED FACTION 2*/ MORE

++ ALSO REVIEWED:
KLONOA BEACH VOLLEYBALL
AKIRA PSYCHO PINBALL
METROPOLISMANIA
MYST III
SUPER BUST A MOVE
PROJECT ZERO
EJAY CLUBWORLD + MORE!

++ AND *OPS2*'S EXCLUSIVE DVD DISC FEATURING THE VERY LATEST GAMES. AVAILABLE ONLY ON THE NEXT ISSUE! MAKE SURE YOU PLAY OUR DEMOS BEFORE SPRINGING FOR FULL VERSIONS!

++ OFFICIAL PLAYSTATION 2 MAGAZINE: OCTOBER ISSUE
07 ON SALE: 18 SEPTEMBER

GRAND THEFT AUTO: VICE CITY

Crims in white polyester suits and pink shirts.



RED FACTION 2

Quick! Shoot it, before it shoots you...



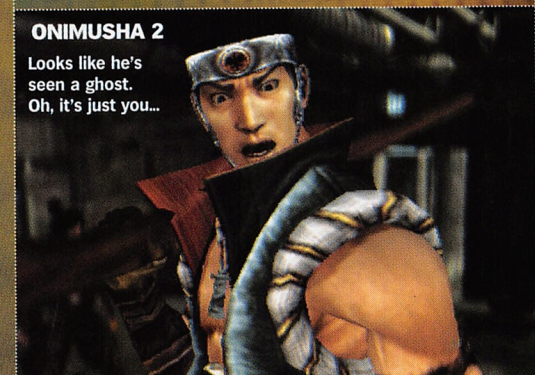
WWE SMACKDOWN: SHUT YOUR MOUTH

You like what you see, boy?



ONIMUSHA 2

Looks like he's seen a ghost. Oh, it's just you...



Edited by: Richie Young and Ben Walsh

media

DVD / INTERNET / PRINT / MUSIC

When you're done playing, here's what you might like to watch, read and listen to...

Text: Ben Walsh/Karl Witherston/Ken Spiller

THE LORD OF THE RINGS

ROADSHOW :: 12 NOVEMBER

Film: "If you don't find a way, no one will", says Galadriel to little Frodo Baggins. That is exactly how Tolkien worshipper Peter Jackson must have felt when embarking on the mighty task of adapting *The Lord of the Rings*. Since J.R.R. Tolkien published his awesome head-trip trilogy back in the 1950s, the widely held opinion was that this was unfilmable. That to even attempt to adapt this bestselling, almost sacred epic was pure folly. Ralph Bakshi's hopeless, turgid animated attempt in 1978 only confirmed the notion. The general consensus was that director Peter Jackson, a cult New Zealand director of schlock horror favourites such as *Brain Dead* and *Meet The Feebles*, was not only unhinged to take

this project on, but to film all three books at once was sheer madness. However, all the cynics have been proven gloriously wrong. Jackson and his dedicated cast and crew have performed the impossible. He has not just far exceeded expectations, he has in some ways bettered J.R.R. Tolkien's masterpiece. The nonsensical, whimsy of the poems has been cut, ineffectual characters such as the intensely annoying blithering fool Bombadil have been mercilessly expunged and the plot has been condensed to its essence.

Ultimately, this tale of a tiny hobbit (Elijah Wood) that is lumbered with the all-powerful evil ring of the Dark Lord Sauron and must destroy it is flawless. The casting is spot-on, with Ian

McKellan as Gandalf as a standout, the action sequences are epic (there is a great *Zorro*-like scene where Arwen, Liv Tyler, is pursued by the Black Riders) and most of all this is just great storytelling from Jackson and the screenwriting team. Everything that happens in the movie projects the story. Simply breathtaking filmmaking. **BW**

Features: The picture is a feast for the eyes and sound is clear as bell. There are a plethora of documentaries, including *Welcome to Earth*, A Fox TV Special and Sci-Fi Channel Special. Although, all the docos have interesting elements, they do tend to repeat themselves and come across like commercials trying to sell the

movie, rather than any genuine in-depth information on the making of the films for the fans. Also included in this extensive package is 15 lordoftherings.net featurettes, behind the scenes preview of *The Two Towers*, an Inside Look at the Special Edition and trailers. Very extensive, but strangely unsatisfying. It is probably worth waiting for the Special Extended DVD out on November 12.

Verdict: The movie is astonishing and deserved every Oscar going. It is a monumental achievement and Jackson has proved himself more than equal to the task. However, although the special features are comprehensive, they are also strangely lacklustre. **9/10**

The technical wizardry in the LOTR is astonishing.



What does Mr Baron actually see in an ex-*Home and Away* star, anyway?

ALI G - INNIT AND ALIII

UNIVERSAL :: OUT NOW

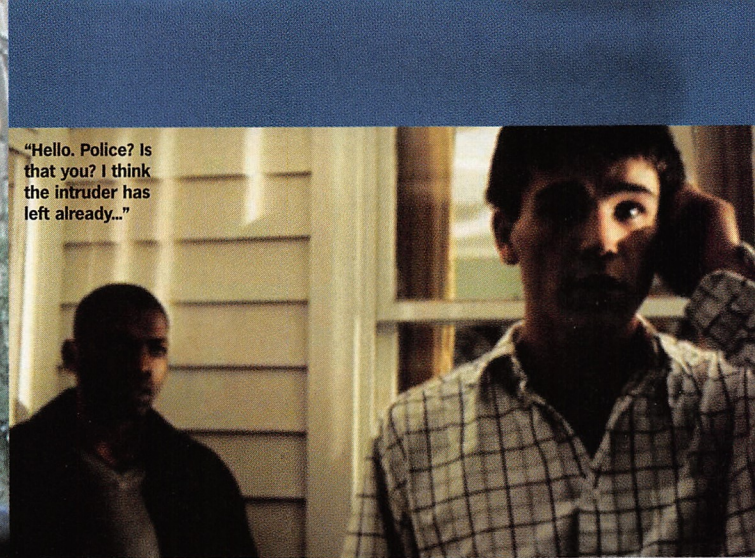
Film: Innit contains early *Ali G* as seen on the UK Channel Four show *The 11 O'Clock Show*. It consists of a series of short skits, where our deluded Staines 'hero' asks the rudest, most insensitive questions possible to a collection of old English establishment figures - "Is it alright to murder someone if you call my mum a slag?" he asks Judge Pickles. We can see that gradually over time the accent becomes more pronounced, the clothes more outrageous and the gold more prominent. However, this character really hit its stride when Ali went to Northern Ireland to sort out the troubles "between the Catholics and the Muslims". Asking a Protestant Orange marcher whether he would root a Catholic if she were

"really fit" is a seminal moment.

Realising he was becoming a cult figure, Channel Four gave Mr. G a half an hour show, *AlIII*, to display his wide range of arse jokes. While *AlIII* has great interview moments with a series of English micro-celebrities, it is his Kazakhstan character Borat that stands-out. At a stilted English 'etiquette' evening the clueless Borat breaks the ice with "My wife she die...but it's not important I have a new wife." **BW**

Features: Quite lacking

Verdict: *Ali G Is In Da House* is riding high in the Australian box office, so *Ali G* still has legs five years on. However, be warned, many of these jokes are very Anglo-centric. **6/10**



"Hello. Police? Is that you? I think the intruder has left already..."

"O"

ROADSHOW :: 4 SEPTEMBER

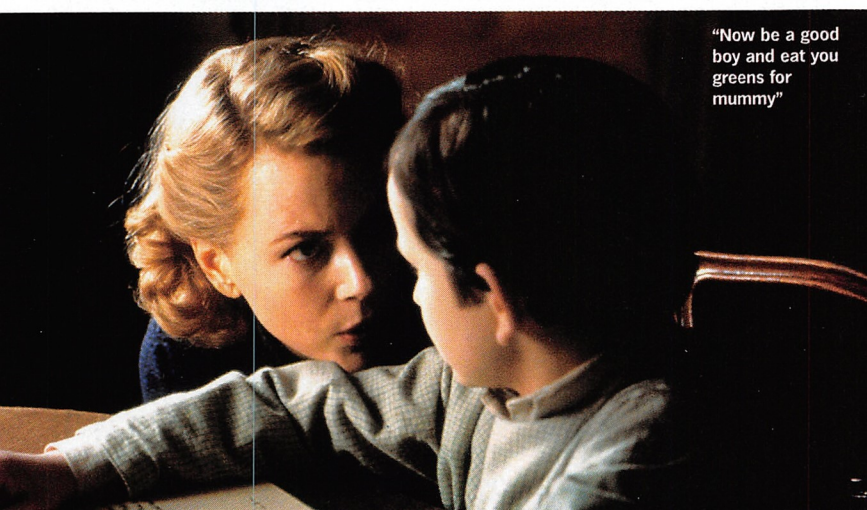
Film: This must stop. How many times must we put up with young, half-arsed American actors trying to pull off Shakespeare? Julia Stiles, once again, is the worst culprit - she has already starred in two other mutilations of *Hamlet* and *Taming of the Shrew* (*Ten Things I Hate About You*).

O tragically attempts to try and update *Othello* in rich contemporary America. The idea and the execution are both risible. The Great Bard simplified for the MTV generation. Set in the elite private school of Palmetto Grove, "O" Odin James (Mekhi Phifer) is the only black student. He is a NBA hopeful and is dating the prettiest girl in school, Desi Brable (Stiles). Of course, everyone is jealous,

but one person in particular. Hugo (Josh Hartnett) is on the same basketball team and the son of the Coach (Martin Sheen). Hugo has been asked by his father to look out for O, but, in reality, Hugo is seeking to destroy the very person he pretends to befriend. **BW**

Features: Earnest director Tim Blake Nelson does an audio commentary and there are interviews with all the leads. Also some deleted scenes and a basketball scene analysis featuring another commentary from Blake.

Verdict: Although a valid attempt, *O* is ultimately shallow, overwrought and very badly cast. **4/10**



"Now be a good boy and eat you greens for mummy"

THE OTHERS

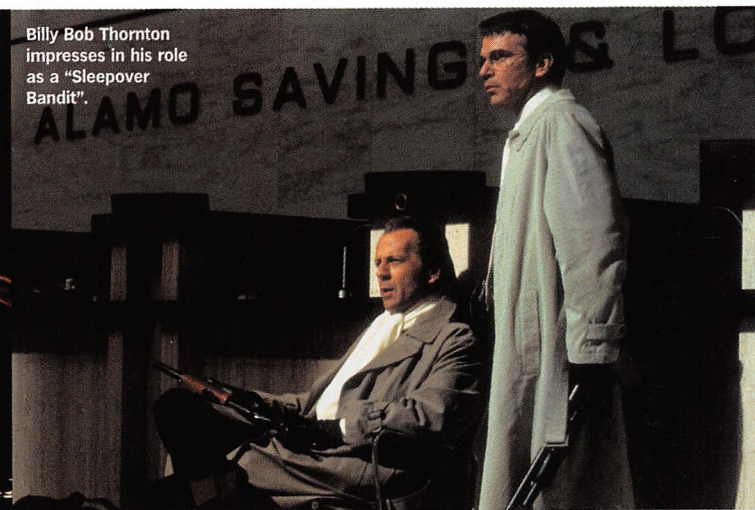
BUENA VISTA :: 4 SEPTEMBER

Film: Spanish director Alejandro Amenabar has built on the reputation he gained with *Abre Los Ojos* (*Open Your Eyes*, recently made into *Vanilla Sky*) with *The Others*, a spine-tingling thriller that harks back to such old creepy Hollywood classics as *The Spiral Staircase* and *The Cat and the Canary*. Amenabar's trump card is an immense and twitchy central performance from Nicole Kidman. She plays Grace, a slightly unhinged mother raising two children by herself in a desolate English mansion. World War II is over, but Grace's husband (Christopher Eccleston) never returned. Meanwhile, the two children, Anne (Alakina Mann) and Nicholas (James Bentley), must constantly stay in the dark

because they have a condition that means they cannot be touched by direct sunlight without being hurt in some way. Then one day an odd trio of servants shows up to take over for Grace's disappeared staff and trouble starts. They appear to have another agenda entirely and the kids are starting to see apparitions too. Very scary indeed. **BW**

Features: The best is a featurette on Bentley, who actually has Xeroderma Pigmentosum, the "allergy to light" that Kidman self-diagnoses her wee ones with in the film.

Verdict: With the film shot in oppressive sepia amid near darkness Amenabar racks up the tension to unbearable levels in this pulsating shocker. **8/10**



Billy Bob Thornton impresses in his role as a "Sleepover Bandit".

BANDITS

FOX :: OUT NOW

Film: The last time Bruce Willis teamed up with Billy Bob Thornton was in the lamentable asteroid hokum *Armageddon*, but anyone expecting speaker-rattling action in *Bandits* is going to be sadly disappointed. This is a low key story of two bank robbers, Joe and Terry, who hit upon a unique way of robbing: kidnap the managers the night before and use them to open the locks so you can clean out the vault in safety and comfort.

Their scheme succeeds brilliantly and they even become media celebrities, "The Sleepover Bandits". Their outlaw status is further enhanced when they are suspected of abducting a housewife (Cate Blanchett). In fact, she abducted herself - after literally running

into Terry, she invited herself to join the gang to escape a lifetime of domestic tedium.

Up to this point *Bandits* is just about sustaining your interest and the similarities to *Butch Cassidy and the Sundance Kid* are piling up. However, when the inevitable and tiresome three-way romance kicks-in, *Bandits* truly loses its way and its audience. **BW**

Features: An interesting behind-the-scenes featurette, which explains there were real "Sleepover Bandits", some deleted scenes that would have added nothing and a commentary from everyone bar the actual director!

Verdict: If you're not fussy than *Bandits* isn't a bad choice, but if you want a film to be more than just okay, look elsewhere. **6/10**

Somewhat unknown, this DVD is worthy entertainment.



THE PRISONER 35TH ANIVERSARY BOX SET

AV CHANNEL :: OUT NOW

Film: "I will not be pushed, filed, stamped, indexed, briefed, debriefed or numbered. My life is my own. I resign!" All of us at some stage have wanted to march up to our boss, slam a letter of resignation on the desk that makes the teacup fly and walk out. However, after such a drastic measure, we would not expect to be gassed in our home and whisked off to a creepy 'village', which resembles a heady mix of holiday camp and Alcatraz.

Devised by its star Patrick McGoohan back in 1967, *The Prisoner* was quite simply groundbreaking television. It addressed issues such as personal identity and freedom, while still remaining an entertaining drama series. Over seventeen episodes we are privy to a war of

attrition between the faceless forces behind 'The Village' and its strong willed inmate, Number Six (McGoohan), who ceaselessly struggles to assert his individuality while plotting to escape from his captors. Never less than gripping, *The Prisoner* was hugely original and highly intelligent. **KW**

Features: The extras include a documentary, 'The Prisoner Companion', which while good has an annoyingly American bent. There is also another a reasonable doco about *Prisoner* obsessives, but the real treat is an alternative version of the classic 'The Chimes of Big Ben'.

Verdict: This five-disc 35th Anniversary is quite frankly, ridiculously worth getting. The series is seminal and is as relevant now as it was then. Great entertainment. **9/10**



"For God's sake, I told you I ain't throwing you any more today"

WILLOW

FOX :: 13 SEPTEMBER

Film: In a fantasy world of magic, a baby lands in the care of the elfin Willow (Warwick Davis). The baby has a birthmark – the sign of one who will be able to end the tyrannical reign of evil Queen Bavmorda (Jean Marsh). Wise to this, Bavmorda begins searching for the child, so Willow decides to take the baby away from his Hobbit-esque village, out of the reach of the nasty old Queen, and sets out to return her to her people. On the way, Willow meets Madmartigan (Val Kilmer), who describes himself as the "world's greatest swordsman", and together they get involved in a series of bizarre adventures – ultimately culminating in the deadly battle with Bavmorda.

Although it would be difficult to describe *Willow* as anything more than a better-than-average children's film, there is good, subtle script from Bob Dolman and some entertaining performances – especially Marsh. **KS**

Features: The highlight is Warwick Davis' commentary. He clearly loved doing the film, and has interesting anecdotes about his other movie roles (such as Wicket the Ewok in *Return of the Jedi*). There is also a weak behind the scenes featurette, a photo gallery, some TV spots and a trailer.

Verdict: Thankfully director Ron Howard manages to steer the fantasy film deftly enough so that the audience don't find themselves reaching for the sick bag. **6/10**

TEXT: SAM RICHARDS, RICHELLE YOUNG AND GEORGE WALTER

Oasis: Rockin' the denim look and soon to be Rockin' All Over The World...



SLEENOTES(©)

Using the power of your PS2 with this month's best CDs.

OASIS *Heathen Chemistry* [Big Brother]

Who? Two brothers. Eyebrows. Argue a lot. Fond of the Beatles. Oh, you know the score here. And while this ain't really a great return to form, at least it's an improvement.

OASIS



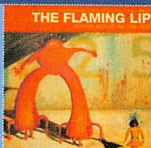
Highlights: Pomposity punctured, Oasis can do the three-minute, Marshall-stacked retro rock thing damn well. *Force Of Nature* almost makes you want to, er, live forever.

Lowlights: But Jesus, the gulleless pub rock Lennon pastiches are just crap. Someone needs to show Liam a calendar. Not to mention a bloody fourth chord.

Verdict: They may never scale the heights of 'Morning Glory' again, but a long career as loveable, salt-of-the-earth rockers awaits. The new Quo? **6/10**

THE FLAMING LIPS *Yoshimi Battles The Pink Robots* [WEA]

Who? Pop's premier psychedelists follow 1999's masterpiece 'The Soft Bulletin' with a conceptual affair based on an imaginary Japanese mecha anime.



Highlights: Managing to craft songs that are both patently daft and searingly emotional is The Lips' forte. Best is *Fight Test*, about the psychological benefits of a good punch-up.

Lowlights: Have you ever known a concept album that isn't just a teeny bit indulgent?

Verdict: Will Yoshimi defeat her crimson mechanised foe? Can a robot ever know the true meaning of love? The answers are all here somewhere. Good luck. **8/10**

MORCHEEBA *Charango* [East West]

Who? Criminally bland trip-hop trio who appear to be succeeding in their quest to soundtrack more dinner parties than Sade.



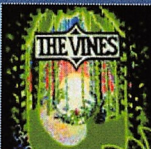
Highlights: Not quite as anodyne as past efforts, thanks to the change of pace provided by guest vocalists Kurt Wagner (Lambchop) and rap 'legend' Slick Rick.

Lowlights: There's a smugness about their airbrushed muzak that continually irks. Morcheeba need to get in a fight or something. Them and Moby. Have it!

Verdict: There's no denying Morcheeba's assured grasp of a good melody but, oh, if they only had a soul. Mine's a fucking glass of Chablis. **5/10**

THE VINES *Highly Evolved* [Heavenly]

Who? They've been hailed as the best band since Nirvana. They're not, but fusing 'Nevermind' with 'Revolver' sure is a shrewd idea.



Highlights: Part delirious anarchy (the title track) part gentle harmonics (*Mary Jane*) there's something for everyone in The Vines' precocious bag.

Lowlights: A love for classic indie is one thing. Recalling The Wonder Stuff on the song *Factory* is quite another.

Verdict: Frontman Craig Nicholls has already garnered a reputation for instability. Let's hope The Vines don't implode before they've even begun. **8/10**

PAPA ROACH *Lovehatetragedy* [Dreamworks]

Who? Black sheep of the nu-metal invasion. Too old and trad to mix it with the likes of Slipknot and Linkin Park, here Papa Roach have returned to hard rock basics.



Highlights: Credit to these fellas – abandoning the shackles of metal fashion allows them to rock like muthas. Sometimes even with tunes, too!

Lowlights: Then the other side of the coin: the relentless pounding dynamic, the miserable lyrics and the fact that they're 12 years behind Soundgarden.

Verdict: A cut above prettyboy chancers like Puddle Of Mudd and an opportunity to make the devil salute without irony, but in the scheme of things, hardly essential. **6/10**

ALSO RELEASED

Machine Gun Fellatio *Paging Mr Strike* [Mushroom]/**Millionaire** *Outside the Simian Flock* [PIAS]/**3rd Strike** *Lost Angel* [Hollywood Records]/**Soulwax** *2 Many DJs* [FMR]/**Glasseater** *Glasseater* [Fearless]/**Fozzy** *Happenstance* [Inter]

Take your mind for a spin.



GT Concept, from the developers of the Gran Turismo series, puts you in the driving seat of over 100 high-performance vehicles - including concept cars, rally cars and fantasy racers. You'll be able to get behind the wheel of super-tuned concept cars from Japan, Korea, Europe and the USA in this ready-to-run arcade racer.

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DEUS EX 2: THE YEAR'S BIGGEST SEQUEL
EXCLUSIVELY PREVIEWED IN...

PC GAMES
addict

LOOK FOR ISSUE 2 OF AUSTRALIA'S BEST PC GAMES MAG
ON SALE NOW IN YOUR NEWSAGENT



postal

This month includes: *some insane game suggestions and a gal that'd whoop your ass.*

THE LETTERS ARE FLOODING IN NOW SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO ASK OR SAY, WRITE TO US AT OPS2@DERWENTHOWARD.COM.AU OR SEND SNAIL MAIL TO OPS2, DERWENT HOWARD PTY. LTD, PO BOX 1037, BONDI JUNCTION, NSW 1355. THE WINNER OF THE STAR LETTER EACH ISSUE GETS A GAME - A GOOD GAME - OF OUR CHOOSING. JUST REMEMBER: WE WANT INTELLIGENT, INFORMED LETTERS AND COMMENTS PLEASE. NO FLAMING, NO 'MY CONSOLE'S BETTER THAN YOURS' STUFF, NO 'WHEN IS GAME XXX OUT?' ETC. AND FOR MERCY'S SAKE, USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMAIL - THEN WE MIGHT, TOO. WE RESERVE THE RIGHT TO TRUNCATE, HACK AND SLASH YOUR LETTER SEEMINGLY AT RANDOM.



STAR LETTER

I never thought that I'd write in to praise a single game, but in this case I feel I have to. I've been in possession of *GTA 3* since its first day of release (hence I have an uncensored version) and I still find myself enjoying this gem immensely. Not only do I enjoy it but I am still picking out humorous little details that I have previously overlooked. My latest discovery is the logo on the side of the Fire Trucks, "Putting out since 1876." teehee...! OK, so I find it amusing. I give full praise to the makers for creating a game with such refreshing longevity and such a dramatic sense of freedom.

When I think of "next generation" games, this is what I expect. I don't want to be put into a controlled environment and to be told by a ten minute cut-scene (hello *MGS 2*) where to go and how to do it! I want to be able to do what I want, when I want and by any means I feel necessary.

If I finish a game and find out my partner has double crossed me, I want to be able to go through a second time and shoot him or her before they have a chance again. Instead of being thrust into a pre determined storyline, why not let the player discover the story for themselves? Why not have Lara Croft start the game with no idea of what relic she's hunting? Make her go to various

characters people and be told during the course of the game itself. You know, wander around London with her, take her into a cafe for a latte, then decide it's time for 'action'.

At the end of the day, when I'm spending \$100 on a game I don't want to be forced to go to Point A by only one available route. **Russ, QLD.**

We certainly agree that some games (like *GTA 3*) should be identified from the from the rest of the pack for its distinct innovations and groundbreaking gameplay that has made it so renowned. *GTA 3* in particular, can even be recognised for 'individual experience' that every gamer finds for themselves through the 'gameplay', rather than the actual 'gameplay' itself. OPS2 notes with interest your observations. With Rockstar's forthcoming *GTA: Vice City* nearing completion, we'd still love to hear of everyone else's *GTA* experiences that they've had over the past year.

As far as *Metal Gear* is concerned though, these kinds of criticisms are misguided. Not all games should be based on the same premise, and *MGS* can be enjoyed for its 'experience'. Lara, coffee and 'action'? That's something else again. But enjoy your free game!

SUB WAY

You should be a lot firmer with your shelf and delivery dates or at least give magshop.com.au a new date to tell subscribers. At this point, their response is, "it will definitely be there tomorrow".

OPS2 should treat subscribers with more respect and not think that there is unlimited goodwill.

Diva, via email

We recognise every one of our subscribers as having utmost importance. Without you, we would not be half the magazine that we are and we would like to take this opportunity to thank everybody for their continued support and encourage all prospective subscribers. Without 'passing the buck', our subscriptions are something we continue to work on.

As we rely on an outsourced service (and indeed Australia Post) to distribute copies, it's as frustrating for us as it is for you, to hear that readers are receiving

their issues later than scheduled. We anticipate that all of these problems are resolved within weeks.

GIRLS WON'T LEAVE OPS2 ALONE!

I have been a female gamer for over 12 years. I have and do own a lot of consoles. The PS2 was my most recent console purchase, and I'm building up a good collection of PS2 games. My favourite game genres are Beat 'em Up, First Person Shooters and Survival Horrors. RPGs irritate me for the most part, apart from *Final Fantasy VIII* and *X*, and *Orphen*.

With regards to girl gamers' skills: currently I can kick a few guys' arses at *Virtua Fighter 4*, *Vampire Night* and *The Bouncer*. On top of that, I also do pretty well in a few others.

My request to you is please give us something hot to look at on the front cover of your magazine. I went in to buy this month's issue (featuring *Tekken 4*), and had to walk out of the store without buying it!

There was a skanky chic in a bikini on it! Where are the hot guys in tiny thongs?! Anyway, I eventually had to get my (male) friend to buy it for me. OPS2 #1 had a guy in a TENT on the front cover! (Lau Chan, *Virtua Fighter 4*). We bemoan the shortage of girl gamers. 50 per cent of the population are being excluded from gaming due to rampant sexism. This is the 'Double Os', not the 1950s! Also, more female writers are needed in this area. Anyway, thanks for listening to my request for a fairer deal for female gamers and readers.

Rachel, New Zealand

'Girl gamers' seems to be an issue that just won't go away at the moment. Once and for all, let's start by settling a few myths...

Girl gamers are cool. For a long time, it wasn't seen as the 'norm', and anyone that breaks with tradition is a winner. At least in the definition of any balanced person!

They exist! Even if you've never heard of a 'collective' game session amongst girl; they happen. They're happening right now, and EVERYONE should try and get invited along. Girl gamers are as real as your smelly socks.

They can 'beat the boys'. No matter who you think you are, or regard your 'gaming' prowess, the fairer sex is much more than capable of managing to conquer epics, to puzzles, to any beat 'em up. They're as dextrous, and intelligent than any guy gamer that we've come across. In fact, there's not even a need to have a first-hand experience on this front. Case closed!

OPS2 also promises to keep the 'eye candy' factor in mind as well. For the record, young Christie was not on the cover for her sex appeal. Perhaps your esteemed Editor will get a run on there? Just kidding...

We'd like to keep Postal from becoming a forum free from becoming a 'Battle of the Sexes' from here on in. But then again, we've tried that before...

TOTALLY RIPPED!

I recently bought a copy of another Aussie (unofficial) magazine for its DVD and I was totally sucked in. What a scam! I got it because it says "Incredible features", "world exclusive!" and "biggest games first". It's just shonky footage though! A con! It even plays on my friend's Xbox! What's up with that?!

Bruce Ashton, VIC

All we can say is this: There is only ONE magazine that you'll find with PLAYABLE demos, and that's Official!

TIME MACHINE

In regard to Richard Matthews' letter last month, I have no problem with completing a game within a couple of hours.

Game developers have been attempting

to bridge the gap between games and films, to make the experience immersive, so players feel they're essential to the plot. This is a good thing! As the technology gets better, so does the experience.

However, where I do agree with Richard is in the pricing of these games. I'd like to see new outcomes everytime that I sit down to play. Unfortunately, most games don't allow this. Developers should be forced to charge what their games are deemed to be worth. All games are tested before release to find flaws. This gives them a very good idea of the average time required to complete it, and whether it can be played again for a new result.

These stats should then be forwarded to an independently run Pricing Board to assess its recommended retail price. Basically, all games in Australia are over-priced (as opposed to overseas) and need to be reduced drastically. I have yet to find a game worthy of a \$100 outlay. Sports titles are the worst offenders, upgrades and roster revamps do not warrant the asking price. The only saving grace for this genre is that you know exactly what you're getting from the outset, and they can be played repeatedly. In saying that, games such as this shouldn't cost any more than \$50. And the same can be said for story-based games that can only be played once. I believe the ACCC should look into this.

Phil, via email

You make some strong points, although your suggestions concerning price points and coding games to have infinite value is both unwieldy and almost impossible.

We can understand consumer demand for a wider variation in game prices although this would pose more problems than it would address. There are immeasurable factors to counter.

Just consider the following: where would the 'price ceiling' lie? If an *Army Men* game sold for \$35, surely that would mean *GTA 3* sold into the hundreds, or possibly thousands of dollars?

Even if a Board were in place, there are no guidelines on which to measure 'value'. No matter how scientific the approach may be intended, it would still result in random numbers being pulled from thin air!

You say that you don't mind finishing a game within hours as developers move to a more cinematic approach, but then state that you need it to have multiple endings. How many movies have you seen that have multiple endings? This has been tried on various occasions within games before although in development terms, this would be a logistical nightmare and unfeasible for games studio. Australia is on par (if not cheaper) than all countries when it comes to game pricing.

MEDAL OF HONOR: FRONTLINE

Battle scarred? Shell-shocked? Confused and disorientated? Don't become just another casualty of war, rip through those enemy lines with the definitive guide to the most explosive first-person shooter on PS2!

TOP SECRET

As in previous *Medal of Honor* games, *Frontline* is packed with top secret codes that trigger strange effects in the game. We know of no way to actually unlock these codes by playing the game, but HQ has supplied us with the following gems. Simply go to the Password screen in the Options menu and type them into the Enigma machine. If the code has worked then the letters will flash green to confirm. Then go to the Bonus section in Options and toggle the codes on.

MOHTon Torpedo
Silver Bullet
Bullet Shield
Perfectionist
Invisible Enemy
Achilles Head
Rubber Grenades
Men With Hats
Snipe-o-Rama

TPDOMOHTON
WHATYOUGET
BULLETZAP
URTHEMAN
WHEREERU
GLASSJAW
BOING
HABRDASHR
LONGSHOT

Mission Codes

These codes unlock the missions you may not have accessed to yet. Input them at the Enigma Machine:

Mission 2 (A Storm in the Port)
ORANGUTAN
Mission 3 (Needle in a Haystack)
BABOON
Mission 4 (Several Bridges Too Far)
CHIMPZEE
Mission 5 (Rolling Thunder)
LEMUR
Mission 6 (The Horten's Nest)
GORILLA

Cheat For The Stars

If your having trouble getting that all-important Gold Star on your current mission just go to the Enigma Machine and input the following code:
MONKEY

Extra FMV

If you want to unlock and view the FMV sequences without going through the hassle of completing the missions, simply input any of the following codes.

FMV sequence 1 BACKSTAGEO
FMV sequence 3 BACKSTAGER
FMV sequence 4 BACKSTAGEF
FMV sequence 5 BACKSTAGES

Invincibility

Pause the game and press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**. If the code works, it will automatically unpause. You must repeat the code at the start of each level.

Infinite Ammo (no reload)

Pause the game and press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**. If the code works, it will automatically unpause. You must repeat the code at the start of each level.

MISSION 1: D-DAY YOUR FINEST HOUR

Objectives:

1. Meet the Captain on shore.
2. Rescue four pinned-down squad members.
3. Rejoin squad at shingle embankment.
4. Rescue the engineer at the end of the embankment.
5. Rendezvous with your Captain at the base of the bunker.
6. Cross the minefield and man the machine gun.
7. Destroy MG nests on the ridge.
8. Eliminate enemy soldiers in the trench.

(1) When you emerge from the water, head forwards to the left and meet up with your Captain behind the capsized boat. He'll give you orders, but you don't have to hang around to listen to them. **(2)** Dotted around the beach are several of your pinned-down comrades – the idea is to open fire on the bunkers to enable the soldiers to take cover behind the sea wall (that's the big mound with barbed wire along the top that runs along the back of the beach). Run up behind any pinned-down soldier (they're easily distinguishable by the fact that they're crouched down getting shot at) and then start firing on the bunkers. As you fire, your comrade should start making a break for the sea wall. Continue firing, sticking close to the soldier, until he is safely behind it, then move on to the next pinned-down soldier. Don't worry if some soldiers die when you're attempting to complete this objective – there are always plenty more who need rescuing.

(3) When the fourth comrade has been saved, go and join the group at the sea wall embankment and your Captain will tell you to go down to the gate at the far end of the beach and provide cover for the engineer. **(4)** When the engineer gives the signal, follow him out from behind the gate and open fire on the bunkers, strafing left to cover him as you go. **(5)** Once the engineer makes it back to the rendezvous point and plants the explosives, dash through the resulting hole in the sea wall and head over to the base of the left-hand bunker. **(6)** Your Captain will volunteer you to cross the minefield, so make a break for it when they start providing covering fire and weave your way over the minefield to the right – you don't seem to get hurt by any explosions.

(7) When you reach the trench, take out the two enemy soldiers, then go down the right-hand passage and up the ladder to the MACHINE GUN. Use this machine gun to take out the soldiers that swarm down the trench to the bottom of the ladder and then **(8)** concentrate on the MG nests on the ridge between the two stone bunkers. When you successfully hit them you'll see an explosion. When the nests are totalled and the path clear of enemy troops, your Captain will join you in the trench and the level will end.

INTO THE BREACH

Objectives:

1. Clear the machine gun bunker.
2. Destroy radio link to upper gun deck.
3. Find smoke grenades.
4. Clear both gun decks.
5. Mark gun deck with a smoke grenade.

(1) Go around the corner of the trench and take cover behind the open door. When there is a break in the enemy fire, strafe out and shoot the barrels to take out the gunner and a few nearby foot soldiers. Go into the bunker and clear

the ground level of enemy soldiers before heading up the steps – you can use the machine gun to mow down several Nazis who storm the trench.

(2) Once upstairs, go into the room on the right and kill the radio controller before destroying the radio equipment. Head out into the back room and, if you're quiet, you can kill the commander behind the desk before he dives for cover. Head up the ladder and take out the troops at the top – watch out when you weave down the narrow passage because a trooper is likely to emerge from the top hatch and toss a grenade down. **(3)** Head out through the mine shaft and pick up the SMOKE GRENADES, then go up the ladder to the next level. Kill the radio controller and destroy his equipment, then **(4)** head out through the left-hand door onto the main gun station. Kill the gunners and wait for the Captain to secure the bunker to the right. **(5)** When he has done so, a red box will appear in the centre of the gun station. Press **ⓧ** to drop a smoke grenade, then head back inside and through the door at the back to complete the mission.

MISSION 2: A STORM IN THE PORT SEASIDE STOWAWAY

Objectives:

1. Collect Resistance drop at insertion point.
2. Man machine gun in church tower.
3. Secure submarine fuelling roster.
4. Breach the wall to the docks.
5. Locate submarine fuelling dock.
6. Stow away in cargo crate.

(1) Clear the supply crates and open the small white box to complete the first objective, then head through the passage and take a left into town. Help your comrades take out the enemy troops by either manning the machine gun on the crashed jeep or taking them out manually. Take a left at the end of the road and go through the ruins. Crouch down to go through the hole in the left wall at the end, then take a right and dash over the bridge, strafing to avoid being hit by heavy tank fire. There is a machine gun mount to the right of the tank which can take it out in seconds. **(2)** Proceed up the road and go through the archway into the church ruins. Here you'll see a fallen comrade with a radio, listen to the message that comes through, then climb the ladder to the church tower. Man the machine gun at the top and use it to take out the flock of enemy foot soldiers on the streets below. Leave the tower and go right out of the church. Proceed down the road and take a right, taking care of any additional soldiers who jump out of the ruined buildings, then go through the large garage door on the left. Snipe the troops from behind the boards and then crawl through the hole on the left-hand wall to go out into the yard. Go down the alley, head straight on over the road and crawl into the ruined building opposite.

(3) As you crawl along the passage, you'll hear a comrade being interrogated. Unfortunately, you won't be able to save him, but you can kill the interrogator and grab the submarine fuelling roster from the wall behind the chair. Go out through the door and take out the three troops crouched behind the gun placement. **(4)** Help your comrade dispose of the troops that flood in from the far alley and then shoot the barrels down the side alley on the left just in front of the gun placement. This will blow a passage to the docks. **(5)** Go through into the clearing and take the left-hand passage

to the docks. Kill all the enemy troops in the area by manning the machine gun, then go down the dirt track between the two machine guns and through the passage on the left to find more supplies. **(6)** Now simply head back to the docks and crawl into the open crate.

SPECIAL CARGO

Objectives:

1. Sabotage U-boat engines.
2. Set explosives in the aft torpedo room.
3. Disable radio communication.
4. Set explosives in the fore torpedo room.
5. Find Enigma code book.
6. Escape through exit hatch.

Press **ⓧ** to open the crate, then kill the two sailors gossiping outside. Open the next door and nail the guy on the right who emerges from the toilet, then peer around the next door and kill the guards lurking beyond. As you walk through to the kitchen, watch out for the knife-throwing chefs and the gunmen who appear from behind the cooks – try shooting the sauceman full of boiling water to shower them and the nearby fire extinguishers to temporarily blind them. When the steam blocks your path, use the wheel to turn it off, then go through the door. Go left and straight down to turn the next wheel, then duck into the booth to turn the next wheel to clear the path of steam to the next door. **(1)** Equip a heavy duty weapon to clear the engine workers out of the way, then approach the cylinder marked 'Actung!'. Press **ⓧ** to plant some explosives, then retreat to a safe distance while they explode. The resulting explosion will break open a pipe to the right of the cylinder, so crawl down it and up the ladder to the next level. Shoot the grate to get through, then kill the two sailors.

(2) Plant the explosives on the red box situated on the left-hand torpedo and get ready for a hectic gun fight with a host of enemy soldiers in the next room. **(3)** Work your way through until you reach the radio room, then wreck the equipment. **(4)** Proceed through the dorms, stealing vital AMMO SUPPLIES from the bunks and plant more explosives in the next torpedo room – there's more AMMO and a FIELD SURGEON'S PACK in the wooden crates. **(5)** Head back into the dorm and an enemy will open a new door ahead. Kill him and open the cabinet to get the ENIGMA CODE BOOK, then head back into the room next to the radio room **(6)** and climb the ladder to the hatch.

EYE OF THE STORM

Objectives:

1. Find Resistance weapons cache.
2. Find rooftop hatch near the U-boat pen 2.
3. Destroy supply trucks.
4. Acquire deployment roster.
5. Infiltrate wet docks facility.

Make your way around to the other side of the bay, killing the patrolling foot soldiers and the guard lurking high up in the guard tower, then climb the fire escape to the roof. **(1)** Use the walkway to reach the roof opposite and take the WEAPONS from the suitcase. Use the sniper rifle to pick off the enemy troops from the neighbouring rooftops and guard towers – and those on the deck of the ship – then go back down to the main bay via the ladder you used to climb up. At this point the U-boat from the last level should blow up, clearing a

way through the crates. Head through and proceed down the long alley between the two buildings. At the end, go left down the steps and use your sniper rifle to pick off the mass of troops around the corner, plus a few extras ones in the guard towers.

Head into the dock. Your aim is to climb the ladder onto the roof of the building next to the train, however, there are numerous enemies to take care of and supplies to locate in this area so don't be in too much of a hurry to leave. **(2)** Run down the roof to the hatch at the end and drop inside. Kill the guards and go through the doorway.

(3) Head past the camouflaged supply crates, make your way down to the storage yard and plant explosives on the three cargo trucks. When they have been destroyed, the door to another warehouse will be opened by guards – kill them and go inside. **(4)** Head right down the corridor and into the office at the end (the only door you can actually enter here). Take the deployment roster from the desk, then leave the same way you came. **(5)** When you come out, destroy the last truck that, the resulting explosion will form a makeshift bridge over to the wet docks facility, so jump onto the crates and make your way across.

The WWII artillery in the game is so authentic that they take an age to reload, best you take cover before attempting it.

A CHANCE MEETING

Objectives:

1. Sabotage engines in the research facility.
2. Acquire engine blueprints.
3. Infiltrate U-boat bunker.
4. Destroy all U-boats.
5. Blow up fuel depot.
6. Find dock gates.

Weave your way down the narrow alley to the cargo train and get ready to snipe all the enemy troops that stream off of it. Pull the LEVER on the far side down the end (near the carriage with the machine gun on it) and you'll detach the end machine gun carriage. Jump up on the supply crates and man the gun to take out the guards that flock towards the entrance to the shipping yard. When the coast is clear, go into the yard and go right. Use the supply crates to jump up into the truck and grab the supplies. From here, head towards the crane suspending the crate and use your sniper rifle to break the rope holding the crate. This will make the crate drop on the troops camped out below. Go past the flaming wreckage and around to the left. Pick off the troops down by the train and on the surrounding rooftops, then head into the research facility.

[1] Place explosives on the three sets of engines, then head out the door in the corner. [2] Head through to the next area and take the BLUEPRINTS from the table. The next main room is full of mechanics working on a aircraft fuselage, pick them off – you can shoot the gas canisters to make this easier – then go up the steps on the far side of the room. You can grab some supplies from the control room on the right, or you can proceed to the left, shooting the grate and going through. Shoot the far grate at the other end to get out onto the walkway, then pick off the scientists and guards below. Head down the passage opposite and into the next control room.

[3] Pull the lever to drop a torpedo onto the U-boat, then backtrack up the passage and through the door that was previously locked. You'll emerge in the U-boat hanger you just wrecked. Head up the far staircase and through the passage to the next hanger. Pick off the guards and go down the ladder. [5] Get onto the deck of the U-boat and man the gun turret. The hanger doors will open and guards will flood onto the platform – take them out with your heavy artillery and let a few shots stray to the fuel depot behind them. [4] When the coast is clear, get onto the other side of the U-boat and plant the explosives in the designated spot to blow it up. [6] Finally, head out into the destroyed fuel depot and head towards the gates.

MISSION 3: NEEDLE IN A HAYSTACK ROUGH LANDING

Objectives:

1. Protect Corporal Barnes as he destroys tanks.
2. Find Kerosene.
3. Create a distraction to open the city gates.

[1] Storm ahead down the dirt track and clear the path of enemies so that Corporal Barnes has a clear path down to the first tank. Meet up with your other comrade at the nearby cattle pen and lead

them to the town. Pick off the lurking troops with your sniper rifle and search the town thoroughly for supplies. When the second tank has been destroyed, leave town via the footbridge on the far side and proceed down the next dirt track to the farm. Head left over the sheltered bridge to the enemy camp.

[2] After killing the guards, take the Kerosene, then head out the passage behind the camp and back around the tank blocking the bridge. When this is taken care of, head down the next dirt track and prepare to embark in a mass shoot-out. The next farm is crawling with troops and there is a tank concealed in a barn to the left. Dispose of the troops – including the one up in the windmill – then head down the next track. In this next area, the tank is out of Barnes' reach on the other bank of the river, so kill all the nearby Nazis and fire the anti-aircraft gun to destroy it before leaving via the track behind the buildings. In the next area you must take out the two napalm gunners at either side of the farm to avoid getting blown up. With those and the last few troops out of the way, Barnes can get to the last tank and his contribution to the level is over. [3] Now walk up to the city gates and use the Kerosene on the nearby haystack to sound the alarm and make the guards open the gates.

THE GOLDEN LION

Objectives:

1. Locate tools to sabotage vehicles.
2. Sabotage motor pool to prevent pursuit.
3. Meet operative at garage.
4. Get an Officer's uniform.
5. Meet contact in Golden Lion bar.

Use the mounted machine gun around the corner to clear the streets of patrolling guards, then make your way down to the river. Take out the troops on the far bank, then go over the bridge and take a left. Go down the narrow alley below the 'Van Uchelen Meubels' sign and head down the road behind. Kill the mechanics (preferably before they can sound the alarm) then open the green gates. [1] In the yard behind, take the TOOLS from the toolbox and use them to sabotage the vehicles. [2] To sabotage the mustard-coloured cars you need to open their boots, to sabotage the black Gestapo cars you must open the bonnets, and to sabotage the trucks you'll need to crouch by the bonnet to drain the oil. If you open the boots to the mustard-coloured vehicles you can also get some vital supplies. When all of the vehicles have been wrecked, head back out to the river and proceed down past the bridge. [3] Take a left down the side alley, then head down the back passageways and through the white door. In this garage you'll meet up with the operative. When you have met with him, tread cautiously out into the town square and start picking off the guards in the doorways and rooftops using your sniper rifle.

To proceed you'll need to clear all enemy activity, destroy the alarm and sabotage the vehicles. When you have fulfilled these three goals, go back to the operative's truck and he'll drive you out of there. You'll be driven down a narrow street with several troops to shoot (you can afford to miss these and still get the Gold Star rating, provided you kill every other Nazi in the level) and you'll eventually end up in another square. Do the same as before and clear the place of enemy activity, destroy the alarm and sabotage the vehicles before getting back in the truck. You'll then be driven to a park and must clear the area of enemies again.

When you have taken care of them, go into the back street and open the gate for the truck before hopping

aboard again. [4] When it comes to the next halt, kill the surrounding guards and jump into the back of the enemy truck to secure an OFFICER'S UNIFORM. Sabotage the vehicles (including the truck) then shoot the alarm to secure the area. Hop in the truck one last time and you'll eventually come to an abrupt and permanent halt on a bridge. [5] Storm across the barricade and over the next bridge and you'll come to the Golden Lion bar. Press ⊗ at the door to change into your uniform and then go inside. Tip the piano player to rouse the enemy troops into distraction and then head upstairs. Go out onto the balcony and spill the three pints of bitter onto the table below to start a fight between the enemy troops. Then go down the steps and meet up with your contact.

OPERATION RIPENESS

Objectives:

1. Find Kitchen key set.
2. Search the paintings for find map.
3. Destroy clocks to find documents.
4. Find keys to cell door.
5. Locate Gerritt.
6. Command enemy vehicle.


Flash your ID papers to get through the side door (or you can just kill all the guards and breeze in with all guns blazing). [1] Head upstairs and take the KITCHEN KEY SET, then go back down and open the door. Head down the passage and up the small slope into the kitchen and wade your way through to the dining area (you can shoot the chandeliers to devastating effect). Don't bother checking the paintings in this area because none conceal the map. Instead, head out through the door to the right of the piano and get ready to mow down a mini battalion of enemy troops that stream down from the balcony. Go up the steps and through the door to the left of the balcony and into the great hall. Approach the Nazi at the podium at the front and he'll whip out a bazooka, spectacularly miss you with a rocket and send the walkway between the tiers crashing down – this forms a bridge that reaches the door in the top-right corner.

[2] When you go up, search the small painting above the podium to get the MAP, then head out through the door. None of the clocks in this next area contain the documents, so proceed upstairs into the library. [3] Head down the passage on the other side, killing all the guards, then go through the far door into the drawing room. Shoot the clock next to the pool table to reveal the DOCUMENTS, then go into the sauna. Turn the valve to open a secret passage and crawl through. [4] Speak to the Resistance member on the radio and drain the room of supplies before heading upstairs. [5] Open the secret bookcase door to the right and go through the door at the far end. Kill the troops that wade in and open the door on the right to free Gerritt. Follow him upstairs and into the roof garden. When all the troops are dead (including the two in front of the clock tower) push Gerritt over the edge and drop down onto the haybale. [6] Simply walk over to the vehicle to complete the level.

MISSION 4: SEVERAL BRIDGES TOO FAR NIJMEGEN BRIDGE

Objectives:

1. Defuse charges under the bridge.
2. Destroy anti-aircraft gun.
3. Escape in medical supply truck.

If you get confused as to what you're doing press  to get tips from HQ.

MEDAL OF HONOR: FRONTLINE

Kill the two guards at the top of the steps, then take the Gewehr 43 from the ground nearby. Take out the two approaching troops in the distance and walk up to (and just beyond) the burning car wreckage. Snipe the three troops at the end of the road, then man the machine gun to mow down the reinforcements that arrive from the steps across the road. **(1)** Head down the steps under the bridge and disarm the four sets of explosives. Watch out for more enemy activity on the other side as you walk down the road. Make your way down very cautiously as there are snipers hiding up in the rafters and a couple of mounted machine guns up ahead. When you reach the duel machine guns, you can climb the ladder on the outer pillar to reach the top of the bridge. Take out the snipers here at close range, as well as the ground troops who attack in a seemingly never ending wave. Go down to the other end of the bridge and use the machine gun to dispose of the next wave of troops that emerges from the steps, then go down them. Defuse the next four batches of explosives and head up the next flight of stairs. Head

left along the road, then go down the slope that branches off and down to the main road. **(2)** Go left, into the bunker door, then upstairs and shoot the fuel drum to blow up the anti-aircraft gun. **(3)** Now head downstairs to escape in the medical truck.

YARD BY YARD

Objectives:

1. Clear enemy checkpoints from the main road.
2. Destroy radio.
3. Find your way to central Arnhem.

Go through the red door ahead, up the steps, then man the machine gun. **(1)** Shoot the red fuel canister to destroy the road block, then go downstairs and out onto the street. Head through the alley under the arch, then through the pale gate into the back garden. Go through the back door of the house, head upstairs and through the only unlocked door, then crawl through the secret hatch into the bedroom on the right. Man the machine gun to take out the next road block, then go downstairs and out through the back door. Head left down the road and duck into the narrow alley on the right. Go through the gate into the house, then head upstairs and through the secret hatch. Use the machine gun to take out the next road block, plus the tank that follows the truck through it.

Go downstairs and out through the back door, then follow the alley out onto the road. Follow the road back around to the road block you just opened to get some medical supplies, then come back to the far end and head down the alley and into the next house. Go upstairs and through the secret hatch and man the machine gun in the room on the right to take out the road block. Head out downstairs, through the garden, then down the alley. Man the machine gun and take out the troops and the nearby tank, then search the nearby gardens for MEDICAL SUPPLIES. Go into the last gate on the right and into the house. **(2)** Destroy the radio (don't stand too close or you risk getting caught in the explosion) then go back out and up the steps at the end of the alley. Position yourself in front of the windows and snipe the plethora of troops that come charging down the alley and across the rooftops. **(3)** When the coast is clear, go through the door behind you.

ARNHEM KNIGHTS

Objectives:

1. Destroy Panzer IV tanks.
2. Neutralise Panzer Schreck squad.
3. Meet Jigs at the customs house.

When you've spoken to the Captain, dive up the steps into the building straight ahead and take out the troops within, then snipe the ones across the road. Jump down onto the road and pick off the snipers on the rooftops, then head along the street and over the pile of rubble before picking off all the ground troops around the mounted machine gun. **(1)** When the coast is clear, man the gun and take out the Panzer that crashes through the rubble in front of you. Head left down the side street and, when you come to the

mound of rubble, head right into the ruined building and up and over the mound. Take a right down the next side street and thwart the Nazi ambush. Then go straight through the crater and up the small flight of steps into the building ahead. Go upstairs, then use the stairs down the hall to get back down onto the street.

(2) Go right and position yourself in one of the buildings on the left so that you can pick off the Panzer Schreck squad firing shells in the area below. They take several shots to kill – even head shots – so persevere until you're sure they're dead. With the area secure, head into the narrow alley behind the mounted machine gun and prepare for the final push. Rather than pussyfoot around, we recommend charging straight to the mounted machine gun beyond the enemy troops, then using this to take out the Panzer tank that arrives on the scene shortly after. You can use Panzer Shreck shells, but these aren't very accurate and trying to aim your weapon too often means you'll take a shell in the face from the tank before you can pull the trigger. **(3)** When this area is secure, go in through the doors of the customs building, upstairs and through the last door on the right.

MISSION 5: ROLLING THUNDER ON TRACK

Objectives:

1. Steal Officer's uniform.
2. Steal Officer's ID papers.
3. Enter train station.
4. Destroy station controls.
5. Board Sturmgeist's train.

(1 and 2) Leave your room and go into the room opposite the steamy bathroom to acquire the UNIFORM and ID PAPERS. Go downstairs, leave the hotel, then walk across the square to the guarded train station. **(3)** Flash your ID to the main man and the doors will open, allowing you to go inside. However, just as you step in, the Officer whose uniform you just stole will alert the guards and they'll turn on you. Head through the side door in the station and work your way down through the laundry room and upstairs to the control room.

(4) Kill the two guards and destroy the station controls, then head through to the bar and wade out onto the platform. Make your way over the far side and through the door marked 'Barterraum' and make your way through to the next platform – there's a boiler room along the way that houses a secret HEALTH and AMMO stash. Go through the door in the far corner of the second platform and through to the storage room. **(5)** Shoot the suspended stack of crates to send them crashing down onto the troops below, then head out onto the next platform and jump onto the train.

RIDING OUT THE STORM

Objectives:

1. Destroy radio.
2. Hunt down Sturmgeist.
3. Steal Sturmgeist's briefcase.

Shoot the crates to the side of you to gain more WEAPONS, then dash into the compartment to avoid getting shot at by the armoured train on the opposite line. Head through the next few compartments and out onto the open-top carriage with the machine gun mounts to the right. Shoot the guards, using the nearby fuel drums to assist you, then man the machine guns and take out the armoured train. **(1)** Proceed through the next few carriages and destroy the radio equipment. **(2)** then continue down the train until you come to Sturmgeist's compartment. **(3)** When he flees, kill the two guards and take his BRIEFCASE.

DERAILED!

Objectives:

1. Infiltrate train yard.
2. Find the demolition charges.
3. Destroy the fuel depot.
4. Find transportation to Gotha.

Head over to the left and sneak along the grass to the side of the rails. Up ahead are two foot soldiers on the line and three guards up in an outpost. Pick them off, then continue sneaking down the line. Take out the guards in the train compartment and go inside for SUPPLIES. **(1)** Head down to the train yard and take out the guards behind the sand bags to your right. Then pick up the SNIPER RIFLE from behind the sand bags and use it to take out the three guards in the building up ahead and the various surrounding snipers.

(2) Go into the first train hangar on the left and take the DEMOLITION CHARGES. Head into the small building behind the circular train track aligner and head upstairs. Pull the LEVERS to align the track with the train in front of the second hangar, then go down and climb aboard to be taken to the next area. Pick off the surrounding guards and head into the building to the left of your train wreckage for some vital SUPPLIES. Then go down the track to the right and blow up the door. **(3)** Go down to the large fuel containers and plant explosives, followed by the larger container behind. Head out down the track and you can either proceed to the next base by foot or by commandeering the nearby train – going by foot makes it easier to pick off the guards who flock to the trackside. **(4)** In the next area, pick off the guards in the tower and the Panzer Shreck brigade, then take the next train out of there.

MISSION 6: THE HORNET'S NEST CLIPPING THEIR WINGS

Objectives:

1. Find the weapons stash.
2. Find the ammo room.
3. Find the spy camera.
4. Photograph five blueprints.
5. Locate the plans for the HO-IX.
6. Find a way into the manufacturing plant.
7. Destroy the test engine.
8. Exit the facility.

Crawl out of the grate and go downstairs, then head into the office and pull the lever to open the garage door. **(1)** Head out of the garage and through the subsequent offices leading into the WEAPONS stash. **(3)** Kill the troops as they slumber in their bunks and search their trunks for additional weapons, as well as the spy camera. **(2)** Once you have the spy camera, the door next to you will open – this is the AMMO room, so kill the guard, then stock up. Head back out and through the kitchen door, which has just opened. Watch out for the crazed, knife-throwing chef and head out through the passage out back. Keep going left until you come to the research facility. Press the button on the console to start the wind tunnel, then head out through the door into the wind tunnel that opens when the 'show' has finished.

(4) Go into the labs and photograph the five blueprints, then head out into the manufacturing plant and **(5)** take the PLANS for the HO-IX. **(6)** Stop the flow of troops into the area by shooting the fuel drums under the staircases, then head into the next room and keep pulling the lever to increase the fuel pressure to the test engine. **(7)** When the pressure is at its highest, push the button and you'll destroy the engine, breaking the door opposite in the process. Head downstairs and out into the steel mill. There are several gunners lurking on

the gantries below – pick them off with your sniper rifle before using the ladders to climb down. **(8)** Take out the last few troops in the mine, then hop into the mine cart to end the level.

ENEMY MINE

Objectives:

1. Ride minecart to secret radar installation.

(1) The key to this fast-paced level is to know when to reload. As you speed through the mine shafts, you're required to aim and take out a whole host of troops in quick succession. The most effective way to do this is to shoot any nearby fuel drums – the resulting explosion will wipe out entire enemy waves.

For the lone troops that aren't near any fuel drums, quickly select your bazooka and take them out using rockets. Like we said, the key to success is knowing when to reload, so you should only do this as you roll between caverns. It's doubtful you'll obtain a Gold Rating first time, so play the level through a few times and get to know the layout properly.

UNDER THE RADAR

Objectives:

1. Find the demolition charges.
2. Disable both radar stations.
3. Radio allies your position.
4. Find entrance to the HO-IX hangar.

(1) Take the DEMOLITION CHARGES from behind the building, then head down to the radar base. **(2)** Place some explosives in the round radar building, then go down through the hole they create. Man the machine gun to take out the ascending troops, then climb the ladder to the left and head up to the right where you'll find a camp fire with some SUPPLIES scattered around it. Go down and follow the trench at the top of the first ladder and, when the path forks, go left and kill the guards before taking the right fork. Head down towards the next radar station and snipe the gunmen in the two bunkers below the station from a safe vantage point. More troops will flow into the bunker – keep an eye out to make sure none of them manage to get to the machine guns.


There is another troop to kill in the shack behind you and a couple by the camp fire down by the ruins. When the coast is clear, head into the bunkers and use the machine guns to pick off the ascending troops. Climb the ladder up to the next radar station and use the explosives to disable it. Again, drop through the hole and continue up the next dirt track. **(3)** Pick off the guards in the towers and head into the command centre. Use the radio to contact HQ, then **(4)** go left to the hatch.

STEALING THE SHOW

Objectives:

1. Find and eliminate Sturmgeist.
2. Steal the HO-IX.

When the mission begins, head back into the bunker and stock up on WEAPONS. Head back to the entrance and pick off the vast amount of enemy troops that stray into your line of fire. You can use the nearby mounted machine guns to take some out, but you'll be exposed – especially to enemy bazooka fire. When the area is secure, head into the hangar on the right, then through the side door.

(1) When you get through to the other side of the rubble, Sturmgeist will emerge heavily protected by troops. Pick them off with your sniper rifle, then concentrate on Sturmgeist. **(2)** When he's been killed, approach the HO-IX and press  to climb aboard. Now all that's left to do is fly onwards to glory!



Your mate's Girlie bike
15mph (minus Stabilisers)



Your Dad's old rust bucket:
75mph (downhill)



Your Formula One racing car:
200mph (EASY!)



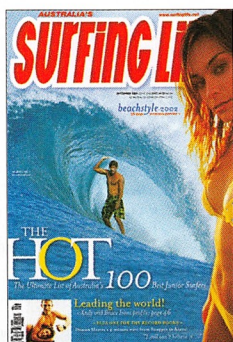
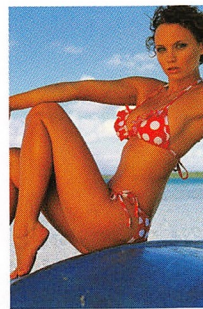
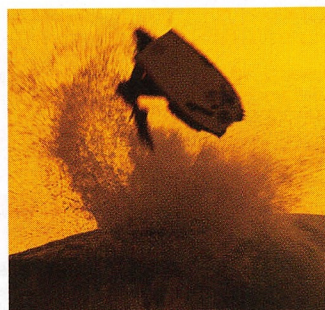
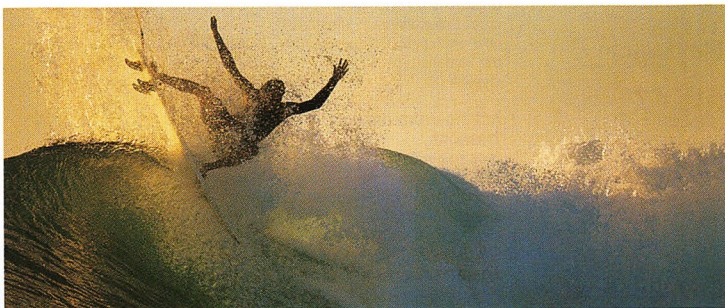
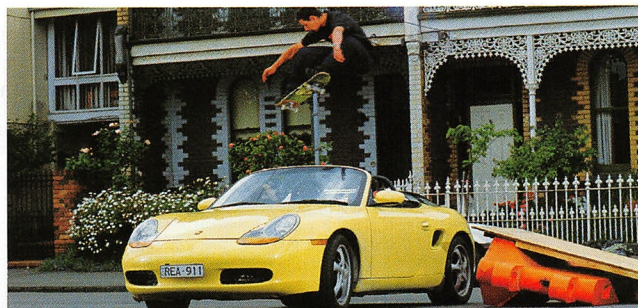
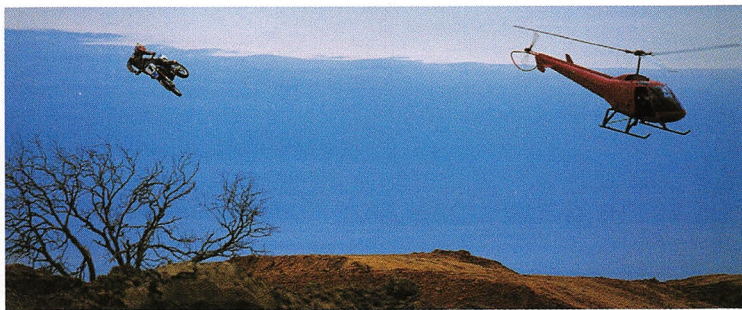
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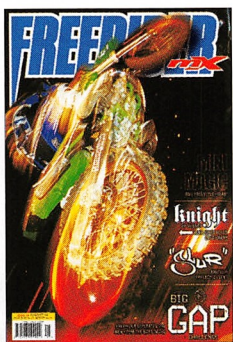
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THE POWER OF PLAYSTATION

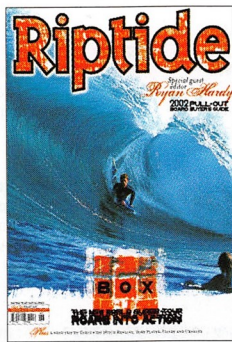
YOU'D SWEAR THESE GRAPHICS WERE REAL



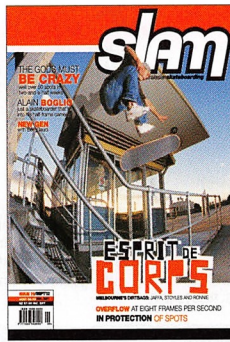
Australia's Surfing Life Magazine



Freerider MX, Motocross Magazine



Riptide Bodyboard Magazine



Slam Skateboard Magazine

★ HANG ON, THEY ARE!
**MAGAZINES THAT'LL
FIRE YOUR IMAGINATION**
CHECK 'EM AT YOUR NEWSAGENTS NOW!

THE SHORTLIST

WANT THE DEFINITIVE VERDICTS ON THE PS2 GAMES AVAILABLE RIGHT NOW? THEN WELCOME TO THE SHORTLIST.

OPS2 AWARDS

To filter out the pearls from the swine, OPS2 has introduced a brand new colour-coded ratings system.



GOLD
Only awarded to games that score the full 10/10.



SILVER
Only awarded to games that score the full 09/10.



BRONZE
Only awarded to games that score the full 08/10.

2002 FIFA WORLD CUP

[EA Sports/EA]
The World Cup version of FIFA 2002 with more pizzazz but sadly lacking in game modes.
Overall 07

7 BLADES

[Konami/KCEJ]
Ninja-styled adventure with a 'healthy' dose of chopsocky gameplay.
Overall 06

18 WHEELER

[Acclaim/Sega/Acclaim Cheltenham]
Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.
Overall 06

ACE COMBAT: DISTANT THUNDER

[SCEE/Namco]
Best Ace Combat yet. A graphically-polished flight sim with a variety of missions.
Overall 07

AGE OF EMPIRES II: THE AGE OF KINGS

[Konami/Microsoft/Ensemble Studios/KCET]
PC-style real-time strategy with great depth and longevity. Absolutely engrossing, if a touch difficult to control.
Overall 07

AIRBLADE

[SCEE/Criterion]
Intricate visuals, sublime handling, massive airs – everything you could want hoverboarding to be.
Overall 08

ALL-STAR BASEBALL 2002

[Acclaim/Acclaim Studios Austin]
An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.
Overall 07

ALONE IN THE DARK: THE NEW NIGHTMARE

[Infogrames/Darkworks]
An undeniably scary survival horror game series, but one that fails to frighten the pants off the PS2 in this comeback.
Overall 06

AQUA AQUA: WETRIX 2.0

[Sci/Zed Two]
Addictive, well-realised update of the N64 puzzler Wetrrix.
Overall 07

ARCTIC THUNDER

[Midway/Midway/Inland Productions]
Crude visuals, but plenty of fast and furious gameplay.
Overall 07

ARMORED CORE 2

[Ubi Soft/From Software]
Infinitely-tweakable first-person mech shooter.
Overall 07

ARMY MEN

AIR ATTACK: BLADE'S REVENGE

[3DO/3DO]

Dullsville helicopter game.
Overall 02

ARMY MEN: GREEN ROGUE

[3DO/3DO]
On-rails shooter that manages to plumb new depths of soldiering tedium.
Overall 01

ARMY MEN: SARGE'S HEROES 2

[3DO/3DO]
Another poorly realised shooter, from the series that stars little green plastic soldiers.
Overall 03

ATV OFFROAD

[SCEE/Rainbow Studios]
Quad bike stunt racer with dubious pack AI but more than enough thrills.
Overall 06

BALDUR'S GATE: DARK ALLIANCE

[Interplay/Black Isle Studios]
Play Dungeons & Dragons in digital format. An RPG that does the PS2 great justice.
Overall 08

BARBARIAN

[Interplay/Titus]
A rough-cut fighting game with RPG elements and branching storylines.
Overall 07

BATMAN VENGEANCE

[Ubi Soft/Ubi Soft]
Interesting action adventure, but just a little too 'on rails' to provide a real challenge.
Overall 06

BLOOD OMEN 2

[Eidos/Crystal Dynamics]
An occasionally very satisfying blood sucking adventure let down by unoriginal gameplay.
Overall 06

BURNOUT

[Acclaim/Criterion Studios]
OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will threaten your no claims bonus.
Overall 08

CAPCOM VS SNK 2

[Capcom]
Eurosoft/Capcom
A superb 2D beat-'em-up from the house that knows all there is to know about combat. With endless two-player fun.
Overall 08

CART FURY: CHAMPIONSHIP RACING

[Midway/Midway]
Arcade racer with crazy physics and a dose of high-speed hard shouldering.
Overall 06

COMMANDOS 2

[Eidos/Pyro]
A daunting but extremely worthy and rewarding strategy game. What more could you want?
Overall 08

CONFLICT ZONE

[Ubi Soft/MASA]
A pretty run-of-the-mill RTS game that cleverly forces you to take account of media coverage.
Overall 06

CRASH BANDICOOT: THE WRATH OF CORTEX

[Vivendi Universal/Traveller's Tales]
Crash spins onto PS2 but little has changed from PSone.
Overall 06

CRAZY TAXI

[Acclaim/Sega/Acclaim]
Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.
Overall 08

CRICKET 2002

[EA Sports/EA Sports]
The best leather-on-willow sim on any console, ever. Relax and make like it's summer.
Overall 08

DARK CLOUD

[SCEE/Level 5]
An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.
Overall 07

DAVE MIRRA FREESTYLE BMX 2

[Acclaim/Z-Axis]
Orthodox but impressive, this BMX sim has an inventive array of tricks.
Overall 07

DEAD OR ALIVE 2

[SCEE/Tecmo]
Blistering beat-'em-up that's famous for its stealthy gameplay and collection of extremely well-endowed lady fighters.
Overall 07

DEUS EX

[Eidos/Ion Storm]
The thinking man's action/shooter/ adventure genre-busting game that redefines expectations. Superb.
Overall 09

DEVIL MAY CRY

[Capcom]
Eurosoft/Capcom
Melding rip-roaring battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.
Overall 09

DNA

[Virgin Interactive/Hudsonsoft]
Gene warfare and confusing puzzles abound in this bizarre manga adventure.
Overall 06

DONALD DUCK: QUACK ATTACK

[Ubi Soft/Disney Interactive]
A first-generation platformer that suffers from Stone Age gamplay and graphics.
Overall 04

DRAGON'S LAIR

[Digital Leisure/Cinematronics]
Unplayable retro adventure. Should have stayed firmly stuck on the Laser Disc where it belonged.
Overall 02

DRIVEN

[BAM! Entertainment/BAM! Studios Europe]
Poor racing game from a poor film licence.
Overall 04

DRIVING EMOTION TYPE-S

[EA/Square]
Dismal racer. Fails to evoke any emotion at all.
Overall 04

DROPSHIP: UNITED PEACE FORCE

[SCEE/Studio Camden]
Impressive combat sim that rewards commitment with paced and varied gameplay.
Overall 08

DYNASTY WARRIORS 3

[THQ/KOEI]
More of the same great mass battles and explosive action, marred slightly by samey gameplay.
Overall 08

ECCO THE DOLPHIN: DEFENDER THE FUTURE

[SCEE/Sega/Appaloosa]
You're a dolphin and it's up to you to save the world from an alien invasion. Relax in the new age calm of this underwater adventure.
Overall 08

ENDGAME

[Empire/Cunning]
Sets a new standard in the lightgun shooter genre: innovative, refreshing and most of all, a ton of fun.
Overall 09

ESCAPE FROM MONKEY ISLAND

[Activision/LucasArts]
Adventure that includes smart visuals, witty script and intelligent puzzles.
Overall 08

ESPN INTERNATIONAL TRACK & FIELD

[Konami/KCEO]
Graphically impressive athletics sim marred only by iffy AI.
Overall 06

ESPN NATIONAL HOCKEY NIGHT

[Konami/KCEO]
Other hockey sims on the market with better gameplay put this in the sin bin.
Overall 06

ESPN NBA 2NIGHT

[Konami/KCEO]
Hardcore gameplay makes this one for basketball heads only.
Overall 06

ESPN X GAMES SKATEBOARDING

[Konami/KCEO]
Not-very-extreme skateboarding sim with some unsightly graphical

glitches. You're best off sticking with Tony Hawk's.
Overall 05

ESPN WINTER X-GAMES SNOWBOARDING

[Konami/KCEO]
Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive controls and a lack of excitement.
Overall 06

EOE: EVE OF EXTINCTION

[Eidos/Yuke's]
A dull, button mashing affair.
Overall 05

EVERGRACE

[Ubi Soft/Crave Entertainment/From Software]
An ultimately depressing role-playing game, that fails to engage the player at any meaningful level.
Overall 02

EVIL TWIN

[Ubi Soft/In-Utero]
Adventure from the dark side of platforming. Average, far-from-perfect animation with 76 levels of twisted plot.
Overall 05

EXTERMINATION

[SCEE/Deep Space]
Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.
Overall 07

EXTREME-G 3

[Acclaim/Acclaim]
A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the WipeOut series. Not for the faint-hearted.
Overall 08

F1 2001

[EA Sports/EA Sports]
Another solid PlayStation 2 Formula One title, but ultimately it's a tad soulless.
Overall 07

F1 CHAMPIONSHIP SEASON 2000

[EA Sports/EA/Visual Sciences]
Hardcore F1 fans will find this a little too easy.
Overall 06

FANTAVISION

[SCEE/SCEI]
The world's first fireworks game. Not enormous, but of rare and random beauty.
Overall 05

FIFA 2002

[EA Sports/EA Sports Canada]
Despite admirable improvements, this is still a goal down to Pro Evolution.meplay.
Overall 06

FIFA WORLD CUP

[EA Sports/EA Sports Canada]
Nice innovations for the Official World Cup Game.
Overall 06

SIX OF THE BEST

RHYTHM ACTION TITLES



1. FREQUENCY

Arguably the coolest rhythm action game out there, *Frequency* looks like a retro arcade classic and sounds like a club in full flow. Building up tracks from bass to vocals is even more fun than it sounds, and when you're done you can scratch the results.

**Frequency is out now from Sony*

2. GITAROO MAN

Musical madness centred on a mild mannered guy who's alter ego is a guitar-wielding superhero. A mad and tricky challenge.

**Gitaroo Man is out now from THQ*



3. BRITNEY'S DANCE BEAT

Oh baby, baby. Giving the rhythm action genre a welcome shot of hormonal appeal, *BDB* is a surprisingly enjoyable addition to the family.

**Britney's Dance Beat is out now from THQ*



4. SPACE CHANNEL 5 V1

Mizuguchi's inspired blend of Seventies style and 21st Century sass is a small but perfectly formed gem that makes even Michael Jackson cool.

**Space Channel 5 v1 is out now from Sony*



5. PARAPPA THE RAPPER 2

Everyone's favourite two-dimensional homeboy returns with all of his friends and a bag full of new cuts to give your reactions a work out.

**Parappa The Rapper is out now from Sony*



6. MAD MAESTRO!

With this orchestral conduct-em-up Japan once again proves that any idea, nurtured with care and imagination can have winning results. Bravo!

**Mad Maestro! is out now from Eidos*

FINAL FANTASY X
(SQUARE)

Nothing else needs to be said about this brilliant RPG.

Overall 09

★ FORMULA ONE 2001
(SCEE/Studio Liverpool)

Still the best F1 game to reach the PS2 yet. All the drivers, tracks and cars included. Load it up and feel the speed.

Overall 08

FREAK OUT

(Swing!Treasure)

Unique cartoon action-adventure with a kooky Japanese twist. Grab enemies with a bewitched scarf.

Overall 07

★ FUR FIGHTERS
(Acclaim/Bizarre Creations)

Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again.

Overall 08

G1 JOCKEY

(THQ/Koei)

More like an exercise in statistical analysis than a horse racing game, with bland graphics and sound.

Overall 05

GIANTS: CITIZEN KABUTO
(Interplay/Planet Moon)

The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

Overall 06

★ GITAROO MAN
(THQ/Koei)

If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

Overall 08

GLOBAL TOURING
CHALLENGE: AFRICA

(Rage/Rage Warrington)

An impressive racer that is further lifted by clever use of interesting locations.

Overall 07

GRANDIA II

(Ubi Soft/GameArts)

Expansive, classic RPG adventuring but with horrible graphics and repetitive, uninviting gameplay.

Overall 05

★ GRAND THEFT AUTO 3
(Rockstar Games/DMA Design)

The original crim sim goes 3D. The game has its flaws, but there's nothing else quite as sick, inventive and funny on the shelves. Buy it.

Overall 10

★ GRAN TURISMO
3: A-SPEC

(SCEE/Polyphony Digital)

If you didn't know already, GT3 is the greatest driving game in

the world. Buy it now.

Overall 09

G-SURFERS

(Midas Interactive/
Blade Interactive)

Futuristic racer that's improved by an innovative track editor.

Overall 07

★ GUILTY GEAR X
(Virgin/Sammy)

Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.

Overall 08

GUN GRIFFON BLAZE
(Swing!GameArts)

A mech shooter for robot obsessives everywhere.

Overall 07

H30 SURFING

(Take 2/ASCII)

Inadequate surf sim, although the water's well realised.

Overall 04

★ HALF-LIFE
(Valve/Gearbox)

The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase.

Overall 09

HEADHUNTER

(SCEE/Amuze)

Dirty Harry meets MGS2 in a world where the law is controlled by bounty hunters. There's a great game here somewhere, but we only got glimpses of it.

Overall 07

HEROES OF MIGHT
AND MAGIC

(3DO/3DO)

Patchy PC-style adventure.

Overall 03

HOLOGRAM TIME
TRAVELLER

(Digital Leisure/Sega)

It may be called a 'classic' but avoid this like the plague.

Overall 02

★ INTERNATIONAL
SUPERSTAR SOCCER

(Konami/Ozisoft)

Genuine squads and more instant terrace gratification take ISS up to the PS2 level.

Overall 08

ISS 2

(Konami/Ozisoft)

More arcade than PES with better commentary, but dodgy ball physics and animation.

Overall 07

★ JAK AND DAXTER: THE
PRECURSOR LEGACY

(SCEE/Naughty Dog)

A brilliant platformer from the makers of Crash Bandicoot introduces two heroes you'll be seeing a lot more of.

Overall 09

★ JAMES BOND 007 IN...
AGENT UNDER FIRE

(EA/EA Redwood Shores)

A thrilling single-player Bond experience, with a great Four-player mode and beautiful leading ladies. Almost on a par with N64's GoldenEye.

Overall 08

JEREMY MCGRATH
SUPERCROSS WORLD
(Acclaim/Acclaim
Studios Salt Lake)

A motocross game that's just like the real thing (minus the realism, thrills, speed, gritty handling and mud).

Overall 03

JET SKI RIDERS

(Eidos/Opus Corporation)

Great water effects and Kawasaki-licensed Jet Skis. Shame about the average racing, though.

Overall 06

KENGO: MASTER
OF BUSHIDO

(Ubi Soft/LightWeight)

A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

Overall 06

KESSEN

(Electronic Arts/KOEI)

A real-time strategy game set in feudal Japan, where you get to command a huge army. Initially confusing, potentially enthralling.

Overall 07

★ KLONOA 2:
LUNATEA'S VEIL

(SCEE/Namco)

Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid.

Overall 08

KNOCKOUT KINGS 2001

(EA Sports/EA Sports)

A more-than-competent boxing sim. Not good enough to earn its royal status, though.

Overall 06

KURI KURI MIX

(Empire/From Software)

A blend of two-player co-operation and cutesy platformer. An odd but worthwhile addition to any PS2 collection.

Overall 07

LEGENDS OF WRESTLING

(Acclaim/Acclaim)

'Violent ballet' with a shortage of modes and options. Fine recreation of Pro wrestling.

Overall 05

★ LE MANS 24 HOURS
(Infogrames/Melbourne
House)

Accessible for the gamer who's daunted by ultra-accurate sim-style vehicle handling, but has depth and thrills in abundance.

Overall 08

★ LMA MANAGER 2002
(Codemasters/
Codemasters)

Brilliant soccer management game that allows you to get as involved as you want.

Overall 08

LOTUS CHALLENGE

(Virgin Interactive/Kuju)

With a whole back catalogue of branded cars, it's a Lotus fan's dream. It's just a shame their speed isn't conveyed.

Overall 05

★ MAX PAYNE
(Take 2/Rockstar)

A fine shooting game that is somewhat underrated by the general public. Fantastic innovations that is completed with a very cinematic feel.

Overall 08

★ MAXIMO
(THQ/Capcom)

A tribute to Ghosts 'N Goblins and an excellent mix of retro and modern gaming, resulting in one of the strongest 3D platformers available.

Overall 08

★ MDK2 ARMAGEDDON
(Interplay/BioWare)

Originally a game on Dreamcast and PS, this third-person action shooter in space has lost nothing in translation. Has three playable characters and is destined to be a cult classic.

Overall 09

★ MEDAL OF HONOR:
FRONTLINE

(IEA/EA LA)

A very realistic FPS that has been wowing audiences the world over since the game was released. This is a superb game that should not be overlooked.

Overall 09

★ METAL GEAR SOLID 2:
SONS OF LIBERTY

(Konami/KCEJ)

A must-own, state-of-the-art tactical espionage action game that's reason enough to buy a PS2. A superbly paced, surprising story with intelligence and soul. Unbeatable sound and graphics – a benchmark for future PS2 titles.

Overall 10

MIDNIGHT CLUB

(Rockstar/Angel Studios)

Speedy, urban racing, that boasts huge and action-packed New York and London environments. Sadly, the gameplay ain't that great.

Overall 04

MODERNGROOVE:
MINISTRY OF SOUND

(Ubi Soft/ModernGroove)

An entertaining lightshow generator, containing five full dance albums.

Overall 06

MONSTERS, INC

(SCEE/Disney Interactive)

Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film clips are entertaining.

Overall 04

MOTO GP

(SCEE/Namco)

Gran Turismo on two wheels? Ish. A fantastic motorbike sim that rewards repeated play.

Overall 07

MOTO GP 2
(3DO/3DO)

A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick fast and realistic. Excellent 3D graphics and race replay facility.

Overall 07

MOTOR MAYHEM

(Infogrames/Beyond Games)

Unoriginal deathmatch-based vehicle blasting.

Overall 05

★ MTV MUSIC
GENERATOR

(Codemasters/Jester)

Home DJ sample/mixer music maker. It's enormous fun and high-on faultless. This is exciting and well put together – pick it up and start making your own choons!

Overall 09

MX 2002 FEATURING
RICKY CARMICHAEL

(THQ/Pacific Coast Power)

Polished and engaging motocross sim that utilises its subject matter to great effect.

Overall 07

MX RIDER

(Infogrames/Paradigm)

Motocross/supercross sim that lacks the true grittiness and excitement of the sport.

Overall 06

NBA HOOPZ

(Midway/Eurocom)

Instant arcade-styled basketball sim but there are better ones on the street.

Overall 06

NBA LIVE 2001

(EA Sports/EA Sports Canada)

Solid and playable. Thrills are thin on the ground, though.

Overall 06

NBA LIVE 2002

(EA Sports/EA Sports Canada)

An update of NBA Live 2001? Only for true basketball nuts.

Overall 06

NBA STREET

(EA Sports Big/EA Sports)

Great looks, great to play, but not what most will want. There's room for improvement.

Overall 06

★ NFL QUARTERBACK
CLUB

(Acclaim/Acclaim
Studios Austin)

THE SHORTLIST

☐ American football game that has unique features, but unable to compete with Madden 2002.
Overall 08

★ **NHL 2001**
(EA Sports/EA Sports Canada)
EA Sports' perennial ice hockey licence that hits the mark. As Jamie Oliver might say, "Puckal!"
Overall 08

★ **NHL 2002**
(EA Sports/EA Sports Canada)
The definitive ice hockey videogame, and a marked improvement on NHL 2001.
Overall 08

NHL HITZ 2002
(Midway/Black Box)
A satisfying, if short-lived, arcade-style ice hockey game.
Overall 06

NY RACE
(Wanadoo/Kalisto)
Average future taxi racer, based on the opening sequence of Luc Besson's sci-fi epic The Fifth Element. Nothing Crazy to see here.
Overall 05

ONI
(Rockstar/Bungie Software)
New character animation in an enjoyable third-person sci-fi romp.
Overall 07

★ **ONIMUSHA: WARLORDS**
(Capcom/Capcom)
Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an iffy PAL conversion, though.
Overall 08

OPERATION WINBACK
(Midas Interactive/KOEI)
Lacks variety, but still manages to be an enjoyable stealth shooter, nevertheless.
Overall 06

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Overall 04

PARAPPA THE RAPPER 2
(SCEE/Nana-On-sha)
Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay.

Short life span and only really worth revisiting for nostalgia.
Overall 07

PARIS-DAKAR RALLY
(Acclaim/Broadsword Interactive)
Based on the race of the same name, this sim does little to inspire interest.
Overall 05

PENNY RACERS
(Midas/Takara)
A half-baked and underfed GT3, with just a few good tracks to recommend it.
Overall 04

POLICE 24/7
(Konami/KCET)
Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.
Overall 05

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Overall 05

PORTAL RUNNER
(3DO/3DO)
Vikki, of Army Men notoriety, gets her own title. It's the best of a bad bunch.
Overall 05

PRISONER OF WAR
(Codemasters/Wide Games)
Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.
Overall 07

★ **PRO EVOLUTION SOCCER**
(Konami/Konami TYO)
Konami TYO updates ISS Pro Evolution and creates the best PS2 football sim yet.
Overall 09

★ **PROJECT EDEN**
(Eidos/Core Design)
Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.
Overall 08

★ **QUAKE III**
(EA/Id & Bullfrog)
In four-player, this FPS is the best multiplayer yet. A

technical tour de force, it runs like greased lightning and looks absolutely gorgeous.
Overall 09

RAYMAN M
(Ubi Soft/Ubi Studios France)
Based primarily on multiplayer action. Some good ideas, but the gameplay is nothing new.
Overall 06

★ **RAYMAN REVOLUTION**
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer starring a disjunct hero. A title worthy of PS2.
Overall 08

RC REVENGE PRO
(Acclaim/Acclaim Cheltenham)
A distinct lack of any discernable speed makes this an avoidable kart racer.
Overall 03

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
A marvellous, arcade-based comedy boxing game, pitting ridiculous cartoon fighters against each other.
Overall 07

★ **RED FACTION**
(THQ/Volition)
Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed Quake III. Marred only by some average level design.
Overall 08

★ **RESIDENT EVIL CODE: VERONICA X**
(Capcom/Eurosoft/Capcom)
A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting. Give in to its disgustingly depraved clutches.
Overall 09

★ **REZ**
(SCEE/Sega [UGA])
Fight computer viruses from within the system. Exploring the relationship between sound and colour this techno shooter provides pure gameplay.
Overall 09

RIDGE RACER V
(SCEE/Namco)
A popular racer, but high hopes were scuppered by the limited size and a lack of originality.
Overall 07

★ **RING OF RED**
(Konami/KCE)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.
Overall 08

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant in a somewhat minority genre in Australia.
Overall 04

ROBOT WARS
(BBC Multimedia/Climax)
TV show tie-ins rarely work. This could have been a whole lot better. Stick to watching the real 'bot battles instead.
Overall 05

RUGBY
(EA Sports/Creative Assembly)
So far the only PS2 game to represent this sport. More akin to Madden than FIFA in approach, a highly enjoyable and refined take on the sport. EA Sports does it again.
Overall 08

★ **RUMBLE RACING**
(EA/EA)
Fast and furious arcade stunt racer that has tons of challenge and replay value, especially in Two-Player mode. Full of totally insane courses to put you though you paces.
Overall 08

RUNE: VIKING WARLORD
(Take 2/Human Head)
A Viking slash-'em-up that should have been confined to the Dark Ages.
Overall 04

SALT LAKE 2002
(Ozisoft/Attention To Detail)
Soulless Winter Olympics game. Decent weather effects but the majority of events are rather tedious. Not much variety and a limited life span.
Overall 03

★ **SHADOW OF MEMORIES**
(Konami/KCET)
Filmic adventure that keeps the surprises coming with a serpentine plot.
Overall 08

SHAUN PALMER'S PRO SNOWBOARDER

(Activision/Dearsoft)
Basically Tony Hawk's on snow. It's an exhilarating sport, but the gameplay is unimaginative and the controls sluggish.
Overall 06

★ **SILENT HILL 2**
(Konami/KCET Team Silent)
One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one relentless videogame.
Overall 09

★ **SILENT SCOPE**
(Konami/KCE)
Slick but simple shooting gallery-style game where you play a police sniper. A great launch title that we're still playing.
Overall 08

SILENT SCOPE 2
(Konami/Konami TYO)
A worthwhile update of this arcade sniper sim, though the formula is looking tired now.
Overall 07

SILPHEED: THE LOST PLANET
(Swing!/Treasure/GameArts)
Tedious top-down shooter, that shouldn't be on PS2.
Overall 03

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Fanco)
Adept footy management sim, but lacks the killer goal.
Overall 06

★ **SKY ODYSSEY**
(SCEE/Cross for SCEI)
A flight sim where – somewhat unusually – you don't have to shoot anything, just complete crazy missions.
Overall 08

SLED STORM
(EA/EA BIG)
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.
Overall 06

SMASH COURT TENNIS PRO TOURNAMENT
(SCEE/Namco)
Deep & stylish this game suffers from disproportionate leaps in difficulty that may put off gamers.
Overall 07

SMUGGLER'S RUN 2: HOSTILE TERRITORIES
(Rockstar/Angel Studios)
Impressively big, fast and frantic, but not much different to its predecessor.
Overall 07

SOLDIER OF FORTUNE: GOLD EDITION
(Codemasters/Raven)
No-brainer first-person shooter that's average at best. Desensitise yourself to the violence and there's not much left.
Overall 05

SOUL REAVER 2
(Eidos Interactive/Crystal Dynamics)
Soul-sucking fantasy adventure that revolves around the exploits of Raziel and his huge Reaver sword.
Overall 07

SPACE RACE

(3DO/3DO)
The cartoon Kart racer in its simplest form. Lacks originality and is a poor Mario Kart rip-off.
Overall 05

SPIDER-MAN
(Activision/Treyarch)
It doesn't display huge innovations over its PSone counterpart, although it's a solid and enjoyable Spidey title either way.
Overall 07

SPLASHDOWN
(Infogrames/Rainbow Studios)
Above average Sea-Doo racer, with impressive water effects. The racing is sluggish, though.
Overall 07

★ **SPY HUNTER**
(Midway/Paradigm)
Pretend to be James Bond. Captures the spirit of the original game and adds further shiny next-gen knobs.
Overall 08

★ **SSX TRICKY**
(EA Sports Big/EA Sports Canada)
Inventive rainbow coloured high speed snowboard game packed with crazy courses, and crazier characters.
Overall 09

★ **STAR WARS: STARFIGHTER**
(Activision/LucasArts)
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects.
Overall 09

STAR WARS: SUPER BOMBAD RACING
(Activision/Lucas Learning)
Banal cartoon kart racer. The Force is weak with this one.
Overall 05

STATE OF EMERGENCY
(Take 2/VIS Entertainment)
A shallow but worryingly enjoyable game that puts the player at the centre of a riot.
Overall 06

STREET FIGHTER EX3
(Capcom/Eurosoft/Arika)
A decent enough cult 2D/3D battler. Has its devout fans.
Overall 06

★ **SUMMONER**
(THQ/Volition)
Although confined to strict RPG plot confines, this is an entertaining spectacle with expert storytelling.
Overall 08

SUPER TRUCKS
(Jester/Jester)
Bland, arcade racing that fails to convey the impression of racing mammoth trucks.
Overall 04

SUPERCAR STREET CHALLENGE
(Activision/Exakt)
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.
Overall 04

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim that's let down by a poor PS2 conversion.
Overall 03

TARZAN FREERIDE
(Ubi Soft/Disney Interactive)

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the fastest and most up-to-date information? But don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been round since the ZX Spectrum by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

Afterburn: An extra kick of power in flight sims.
AI: Artificial Intelligence.
Analogue: Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.
Boards: Snowboarders or games featuring the alpine sport.
Coin-op: Coin-operated arcade videogames.
Cut-scene: Explanatory, non-playable scene in videogame [also 'FMV'].
CPU: Central Processor Unit. Brains of PS2.
Dev kits: Programmable PS2s used by developers.
D-pad: Direction pad on PS2 controller.

Dual Shock controller: Controller for PSone.
Dual Shock 2: Controller designed for PS2 [with analogue].
ECTS: European Computer Trade Show.
E3: Electronic Entertainment Expo [US].
Frame rate: Number of images drawn per second in games. Higher frame rate = smoother animation.
FPS: First-Person Shooter (eg Quake III).
Hack 'n' slash: Refers to game [usually fantasy] featuring blade combat.
High res: High resolution [graphics].
HUD: Head Up Display.

Screen furniture such as map, speedometer, etc.
Iconography: Graphical shorthand defining game, genre etc.
Low res: Refers to poor quality graphics.
L3: Pressing down on the PS2 controller's left joystick.
Mini-games: Bonus, playable games found in larger titles.
Polygon: Building block of videogame graphics.
PSone: The precursor to PS2. If you don't know what this is then frankly there's no hope for you.
Real-time: When one second of game time

equals one second in the real world.

RPG: Role-playing game.
RTS: Real-time strategy.
R3: Pressing down on the PS2 controller's right joystick.
Sim: Simulation.
Strafe: Move sideways while looking straight.
USB: Port to connect peripherals such as keyboard to PS2.

"If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here."

SIX OF THE BEST

OUR JOSH IS PLAYING:



1. GRAND THEFT AUTO 2

This PSOne is still giving me loads of entertainment. It passed under my radar at the time, but I've just finished playing *GTA 3* and I was keen for more of the same. I guess, this little top-down master piece will have to hold me over until *GTA: Vice City* finally lands here at *OP2 Towers*! I don't know if I can wait!

**GTA 2 is out now from Take 2*

2. ONI

I can't believe I missed out on this one either! I have had so much fun with this game lately. I better get Richie to 'dish' a few more games my way from here on in. I deserve 'em!

**Oni is out now from Activision.*



3. VAMPIRE NIGHT

I copped a bit of a knee injury playing rugby last weekend so I've been holed up in the lounge room. I've got huge 'G-Con' forearms now! It's bloody great!

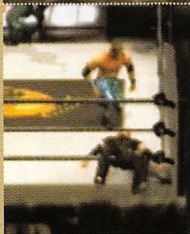
**Vampire Night is out now from Namco*



4. WWF SMACKDOWN!

It took me a fair while to even be able to appreciate the whole wrestling thing, but after they came down under just recently I'm almost hooked.

**WWF SmackDown! is out now from THQ*



5. RESIDENT EVIL: NEMESIS

I'm going to come clean. The lads reckon that I'm Mr Tough Guy and for the most part, I'm happy to let them believe it. But this game freaked me right out...

**Resident Evil: Nemesis is out now from D3Soft*



6. DONALD DUCK QUACK ATTACK

My little nephews are the cutest little blokes on the planet and I spoil them rotten. Last weekend, I spent almost all of Sunday trying to help finish Don's game!

**DDQAI is out now from Ubi Soft*



Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.

Overall 04

★ TEKKEN TAG TOURNAMENT (SCEE/Namco)

Fantastically playable and graphically spectacular beat-'em-up. The tagging moves should keep the Tekken faithful happy until the next 'proper' instalment reaches the shelves. Meanwhile, keep your eyes peeled for Tekken 4.

Overall 08

TEST DRIVE: OFFROAD WIDE OPEN (Infogrames/Angel Studios)

A tidy but limited offroad racer, from the makers of Smuggler's Run.

Overall 06

TG DARE DEVIL (Kemco/Papaya Studios)

Mission-based retro car racer that fails to provide innovation or excitement.

Overall 05

THE BOUNCER (SCEE/Squaresoft)

A fun, accessible brawler whose adventuring elements are fairly limited.

Overall 06

★ THE HOOPS (SCEE/Runecraft)

Strictly for gamers of pre-school age, this is a faithful and entertaining reproduction of the popular kids' show.

Overall 08

THE MUMMY RETURNS (Vivendi Universal/Blitz Games)

Sub-standard, adventure-based movie tie-in. You're better sticking to the more reliable Tomb Raider collection.

Overall 05

THE SIMPSONS: ROAD RAGE (EA/Radical Entertainment)

It's Crazy Taxi but with Bart and Homer behind the wheel.

Overall 06

THE WEAKEST LINK (Activision/Activision)

You'll get more enjoyment playing along with the TV show than you will from putting up with the viper-tongued host.

Overall 04

THEME PARK WORLD (EA/Bullfrog)

Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstiles a-spinnin' is your prime directive.

Overall 07

THIS IS FOOTBALL 2002 (SCEE/Team SoHo)

An atmospheric and playable addition to a revived series.

Overall 07

THUNDERHAWK: OPERATION PHOENIX (Eidos/Core Design)

A brave attempt to blend arcade and sim with choppers.

Overall 07

TIGER WOODS PGA TOUR 2001 (EA Sports/EA Sports)

Authentic golf sim, a tad undermined by a random control system.

Overall 06

★ TIME CRISIS 2 (SCEE/Namco)

PS2's first on-rails light gun title sets the standard for others to follow. Has a great Two-player co-op mode.

Overall 08

★ TIMESPLITTERS (Eidos/Free Radical Design)

Fun, fast, frantic and inventive first-person shooter. Buy it for the addictive split-screen multiplayer madness.

Overall 09

TOKYO XTREME RACER (Crave/Ubi Soft/Genki)

Sedate, and thus dull, racer.

Overall 04

★ TONY HAWK'S PRO SKATER 3 (Activision/Neversoft)

Fantastic skate sim that's perfect to play whether you've got two minutes or two hours to spare. Notable for being the first PAL game to have online network play, too.

Overall 09

TOP GUN (Virgin Interactive/Digital Integrations)

A flight sim that seems to have been designed by people who have never even seen a plane. A few arcade thrills.

Overall 04

★ TWISTED METAL: BLACK (SCEE/Incognito)

On a post-nuclear-war planet, it's time to drive around in frenzied vehicle-based hedonism. This is everything that you'd expect a Twisted Metal game to be on PS2 - and then some.

Overall 08

UEFA CHAMPIONS LEAGUE (Take 2/Silicon Dreams)

A very run of the mill soccer title which, with its very narrow focus on a single tournament, has extremely limited appeal. If you have ISS or FIFA, you don't need this.

Overall 06

★ UNREAL TOURNAMENT (Infogrames/Epic Games)

A satisfyingly gory, totally over-the-top and immensely playable first-person shooter.

Overall 08

★ V8 SUPERCAR RACE DRIVER (Codemasters/OziSoft)

Real damage, real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2 with the best cars in the world. What's there not to love?

Overall 09

★ V-RALLY 3 (Infogrames/Eden)

Not as instantly playable as *WRC*, but effort pays off with some very satisfying racing. It's head and shoulders above the majority of PS2 rally fare.

Overall 08

★ VAMPIRE NIGHT (SCEE/Namco)

A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest. Again. Great for building bulging biceps, though.

Overall 08

VICTORIOUS BOXERS (Empire Interactive/ESP)

Offbeat Japanese boxing title that lacks the killer punch.

Overall 04

WACKY RACES STARRING DASTARDLY AND MUTTLEY (Infogrames/Infogrames)

Misty-eyed fans of the TV series will love

the visuals. A shame the game isn't all that great.

Overall 06

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY (Ubi Soft/Disney Interactive)

The game guaranteed to get to dancing round your living room like a loon.

Overall 04

WHO WANTS TO BE A MILLIONAIRE? 2ND EDITION (Eidos/Revolution)

Scary animation of Tarrant and easy questions make this a chore. That is our final answer.

Overall 04

WILD WILD RACING (Rage/Rage)

Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.

Overall 06

★ WIPEOUT FUSION (SCEE/Studio Liverpool)

Style and substance are here in the most fully realised WipeOut yet. This future racer is as smart and extreme as it gets. With a cracking soundtrack.

Overall 09

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK (3DO/3DO)

Unoriginal Platform adventure with a friendly cartoon look and solid, brightly coloured graphics.

Overall 03

★ WORLD CHAMPIONSHIP SNOOKER 2002 (Codemasters/Blade)

Extremely playable snooker sim that may convert sceptics. Take part in the all-star tournament playing as Hendry or Doherty. Incredibly playable.

Overall 08

WORLD DESTRUCTION LEAGUE: THUNDER TANKS (3DO/3DO)

Arcade tank sim that's brilliant in Four-Player Deathmatch mode. Lacks lasting appeal in One-Player mode, though.

Overall 07

WORMS BLAST (Team 17/Ubi Soft)

A Tetris-like departure from the usual Worms fare, but one that lacks depth.

Overall 06

★ WORLD RALLY CHAMPIONSHIP (SCEE/Evolution Studios)

The most realistic, exciting rally experience ever committed to a videogame. This is a pristine example of next-generation programming that no self-respecting gamer should be without.

Overall 09

★ WWF SMACKDOWN! 'JUST BRING IT!' (THQ/Yuke's)

Step into the spandex pants of The Rock and chums. This is without a doubt the most realistic representation of the WWF experience on a console yet. Top stuff.

Overall 08

★ ZONE OF THE ENDERS (Konami/KCEJ)

Cool mech thriller from Metal Gear's Hideo Kojima, with bonus MGS2 demo just to get you in the mood.

Overall 09

DATABASE

Can't get hold of one of the games in The ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all Aussie PS2 publishers.

Acclaim
03 9674 5900
www.acclaim.com
Tea House Level 4, 28 Clarendon St
South Melbourne, Vic 3205

Activision Pty. Ltd.
02 8876 5718
www.activision.com
Century Plaza Level 1, 41 Rawson St
Epping, NSW 2121

Electronic Arts
02 9264 8999
www.easports.com.au
Level 3, Suite 3 13-15 Wentworth Avenue
Surry Hills, NSW 2010

Interplay Australia
02 9431 1311
www.interplay.com
Unit 1, Level 3 39 Herbert St
St Leonards, NSW 2064

OziSoft (Infogrames)
02 9666 0120
www.gamenation.com.au
32 Bowden St
Alexandria, NSW 2015

Red Ant Enterprises Pty. Ltd.
02 9682 3812
www.red-ant.com.au
Unit 1, 1 Short St
Chatswood, NSW 2065

Sony Computer Entertainment
02 9324 9500
www.scee.net
PO Box 5023
Darlinghurst, NSW 2010
Anti-Piracy Hotline Number: 02 8266 5111
Anti-Piracy E-mail: piracy@scee.net

Take 2 Interactive
02 9482 3455
www.take2interactive.com.au
Unit 5, 6-18 Bridge Rd
Hornsby, NSW 2077

THQ Asia Pacific Pty. Ltd.
03 9573 9200
www.thq.com
Level 2, 578 St. Kilda Rd
Melbourne, Vic 3004

Ubisoft Entertainment
02 8303 1800
www.ubisoft.com
Level 3, 111-117 Devonshire St
Surry Hills, NSW 2010

Vivendi Universal Interactive Australia Pty. Ltd. 02 9902 7722
www.vup-interactive.com.au
(Sierra, Blizzard) Ground floor, 1 Chandos St
St Leonards, NSW 2065

BOOTY CALL

WE CAN SING the praises of *Doc Martens* boots until the cows come home but their worldwide reputation already speaks for itself. One winner will pick up a great *Doc Marten* pack featuring a pair of boots, CD, wallet, coffee table book and a bag. Write a 50 word or less short story featuring "Doc Marten" for a shot. Funniest entry wins. Mark your entries "My Doc is better than yours" and include your boot size!



GET DOWN GEAR

OPS2 HAS EVEN MORE *Mooks* gear for you this month! Let us look into our crystal ball... does your wardrobe need some serious *Ricki Lake*-makeover action happening? Then it's easy. We have the one stop solution with this get-up. Threads this month includes a pair of jeans, check shirt and a hat. That's not all though, *Mooks* are throwing in a bunch of other goodies to boot like retro baseballs and even a car racing set!

This racing set is one of the coolest accessories that we've come across in a long time. In fact, our PS2 has even managed to get in a rest while we've clocked up endless laps on the thing! Set it up on your coffee table, there's no better way to impress the ladies or get your mates drooling with jealousy!

List as many words that you can think of that rhyme with *Mooks* for your chance. Envelopes should be marked "Bust a rhymes".

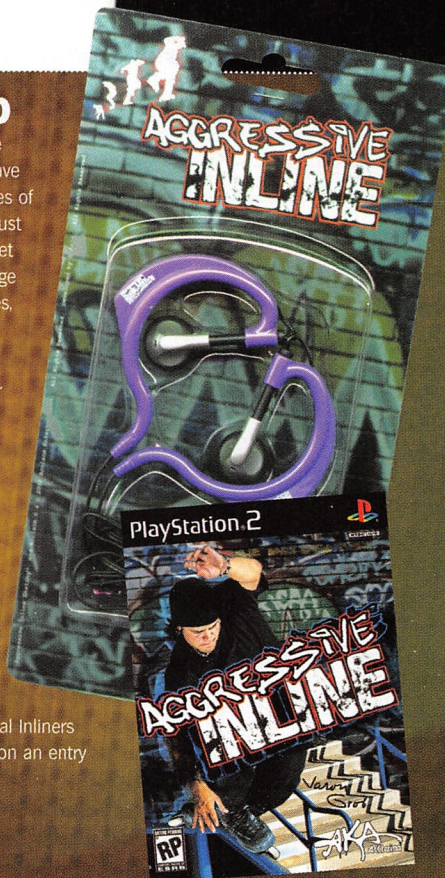


SOUL FOOD

DON'T THINK THAT the extreme sports games have been cornered by the likes of Tony, Kelly and Mat. Not just yet, anyway! We haven't yet seen a *Inline* game emerge from their stable of games, and *Aggressive Inline Skating* is a fantastic example of the cult sport.

Inline games for the PlayStation have been tried before, but this one really take the cake right across the board. It's a stunner, and it plays like a winner. Just check out this month's playable demo! We have ten packs to giveaway.

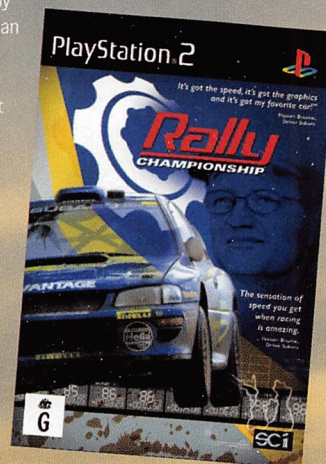
For your chance, just tell us two professional *Inliners* who appear in the game on an entry marked "Fast feet".



SPIN THAT WHEEL

SO MANY RALLY games, so little time. When *Rally Championship* first landed at *OPS2 Towers*, we didn't know what to make of it. Before making contact with our PS2's laser, we thought we were in for a shocking time. Surprisingly though, *Rally Championship* showed us that it had a ton of speed, nice handling and most importantly, a mountain of grit!

With so much competition vying it's tough comparing all of the games head to head. How's it go up against the likes of *Colin McRae Rally 3.0* you ask? There's absolutely no better way than pitting them against one another. Why not find out for yourself and try and try and win one of the ten copies that *OPS2* has up for grabs? To enter, tell us who your favourite car manufacture is and why. Mark your envelopes "Test drive".



THE CONDOR IS IN

THANKS TO OUR friends at *O2*, *OPS2* has five *Mat Hoffman's Pro BMX* packs to giveaway containing a copy of the game and Mat's autobiography. *MHPB* has a features list longer than your arm. There's plenty of *BMX Royalty* in there, behind the scenes 'On the Road' footage, interactive objects and heaps of flatland tricks. His book *My Life on the Edge* is a no-holds-barred tale that follows his life and career through all of his achievements. A fantastic read!

To be in the running, tell us one other *Pro Rider* (apart from Mat himself) who appears in *MHPB* on an entry marked "Bike Boyz".

PREVIOUS WINNERS FIREBLADE: Joe Da Silva NSW, Peter Benger SA, Brett Akhurst NSW, Susan Fitzsimons NZ, A Jeffrey WA. **MARTIAL ARTS DVD PACKS:** P Sanderson NSW, Lawrence Thomson QLD, Russ Harris QLD, G Cavanagh NZ, F Becker SA. **GITAROO MAN:** Marcus James VIC, Laura Kelly VIC, L Schatkowski QLD, Graeme Hodges WA, Stephen Anders WA. **JAMO SPEAKERS:** Ahmed Racheha NSW.

HOW TO ENTER - Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to Official PlayStation Magazine, PO Box 1037, Bondi Junction NSW, 2022. E-mail entrants are entitled to one e-mail per competition only. Entries should be clearly marked and include your name, age, phone number, address and the name of the competition you are entering. All competitions close September 26, 2002 and winners will be published in the November issue of *OPS2*, on sale October 16, 2002.

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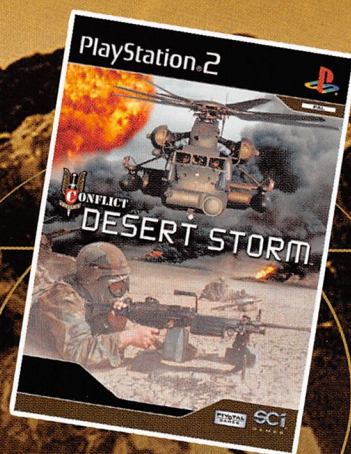
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